

Fly Lords of Terra Present

# MACHARIAN CRUSADE

Conquests of the Lord Solar

















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Dedicated to Jervis Johnson, Phil Kelly and Rick Priestley

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# CONTENTS

	<b>Crusade Map</b>	<b>4</b>	
	<b>Introduction</b>	<b>6</b>	
	<b>History of the Macharian Crusade</b>	<b>7</b>	
	<b>Macharian Crusade Modeling</b>	<b>20</b>	
	<b>Doctrines and Wargear</b>	<b>28</b>	
	<b>Armored Companies</b>	<b>30</b>	
	<b>New Units</b>	<b>32</b>	
	<b>Crusade Characters</b>	<b>36</b>	
	<i>1st Army</i>	<i>36</i>	
	<i>2nd Army</i>	<i>40</i>	
	<i>3rd Army</i>	<i>44</i>	
	<i>4th Army</i>	<i>48</i>	
	<i>5th Army</i>	<i>52</i>	
	<i>6th Army</i>	<i>56</i>	
	<i>7th Army</i>	<i>60</i>	
	<i>Rogue Traders</i>	<i>64</i>	
	<i>Aurora</i>	<i>66</i>	
	<i>Crimson Guard</i>	<i>68</i>	
	<i>Black Templars</i>	<i>70</i>	
	<i>Regiments of Note</i>	<i>72</i>	
	<i>Il-Kaithe Craftworld</i>	<i>76</i>	
	<i>Orks of Calverna</i>	<i>78</i>	
	<i>Renegades of Note</i>	<i>80</i>	
	<b>Apocalypse Formations</b>	<b>84</b>	
	<b>Campaign Rules</b>	<b>100</b>	
	<b>Campaign Missions</b>	<b>106</b>	
	<i>1st Army</i>	<i>106</i>	
	<i>2nd Army</i>	<i>110</i>	
	<i>3rd Army</i>	<i>114</i>	
	<i>4th Army</i>	<i>118</i>	
	<i>5th Army</i>	<i>122</i>	
	<i>6th Army</i>	<i>126</i>	
	<i>7th Army</i>	<i>130</i>	
	<b>Appendix</b>	<b>134</b>	

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"How generously the Pacificar  
dispensed his wrath, with what a  
splendid host he conquered lost and  
distant lands. Tell us, O Emperor, how  
Holy Terra laughed in her triumph,  
once again through Him tribute came  
home from the West - these deeds well  
known throughout Imperium of Man.  
Had fate allowed Him life till our  
own day, unbroken by the ravages of  
time, how the stars would grow pale  
by the light of His sun."

- *The Pacificar*, Verse I by Warlord Arminius, regarding the  
Glory of the Lord Solar



## Imperial Guard Armies



First Army  
Lord Commander  
Solar Macharius



Second Army  
General Sejanus



Third Army  
General Tarka



Fourth Army  
General Lysander



Fifth Army  
General Crassus



Sixth Army  
General Arrian



Seventh Army  
General Cyrus

## Astartes Chapters



Aurora  
Master Velatian  
*Homeworld: Theris III*



Crimson Guard  
Master Kree  
*Homeworld: Cathas*



Black Templars  
745th Crusade  
Marshall Thangdren

## Rogue Traders



754th Expedition  
Ichabod Thrift  
*Flagship: Surprise*



1309th Expedition  
Matteas Wolf  
*Flagship: Flying Dutchess*

## Campaign Key



Imperial Staging World



Hallmark Battle



Major Battle



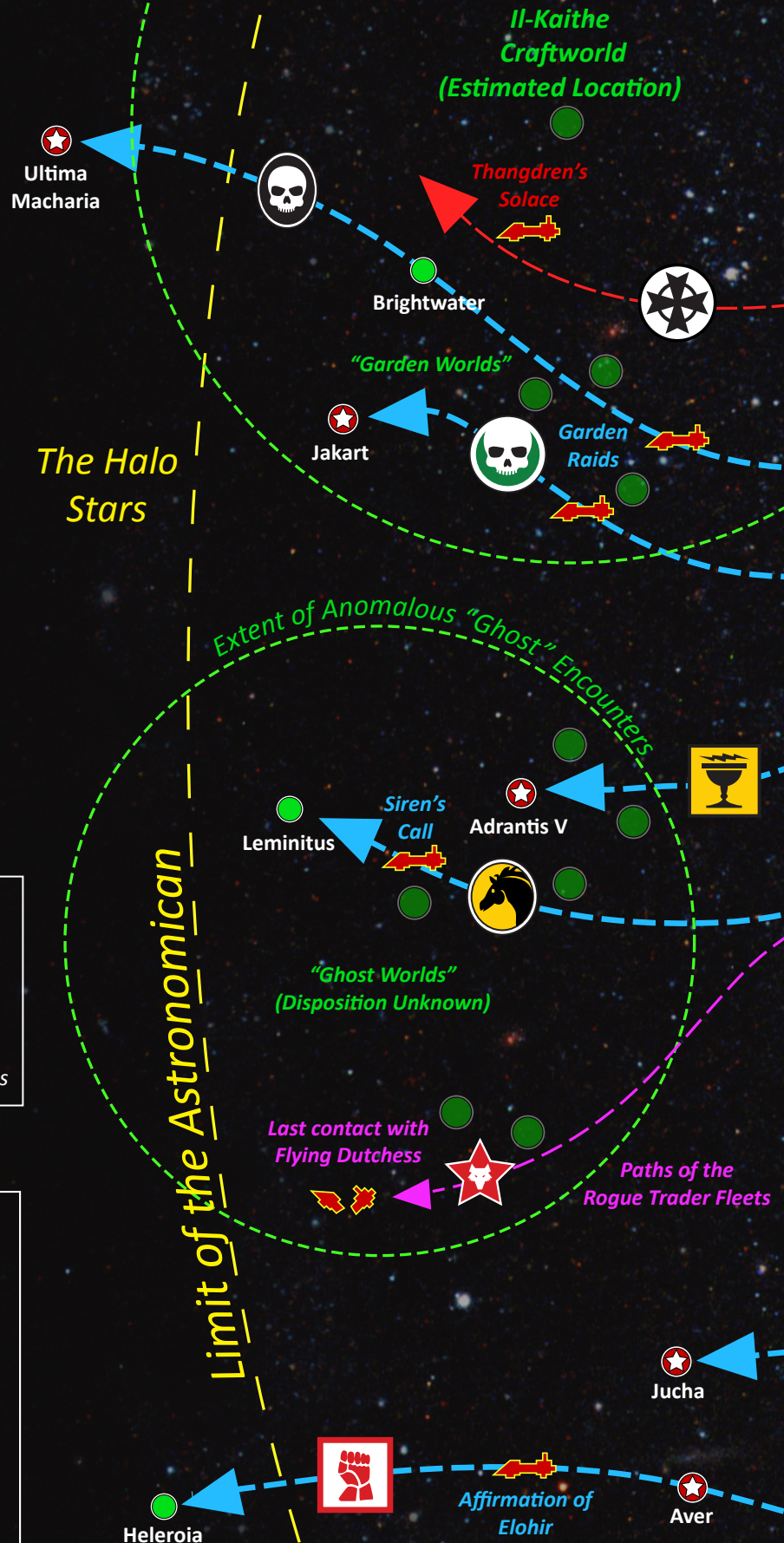
World Destroyed



Xenos Locations

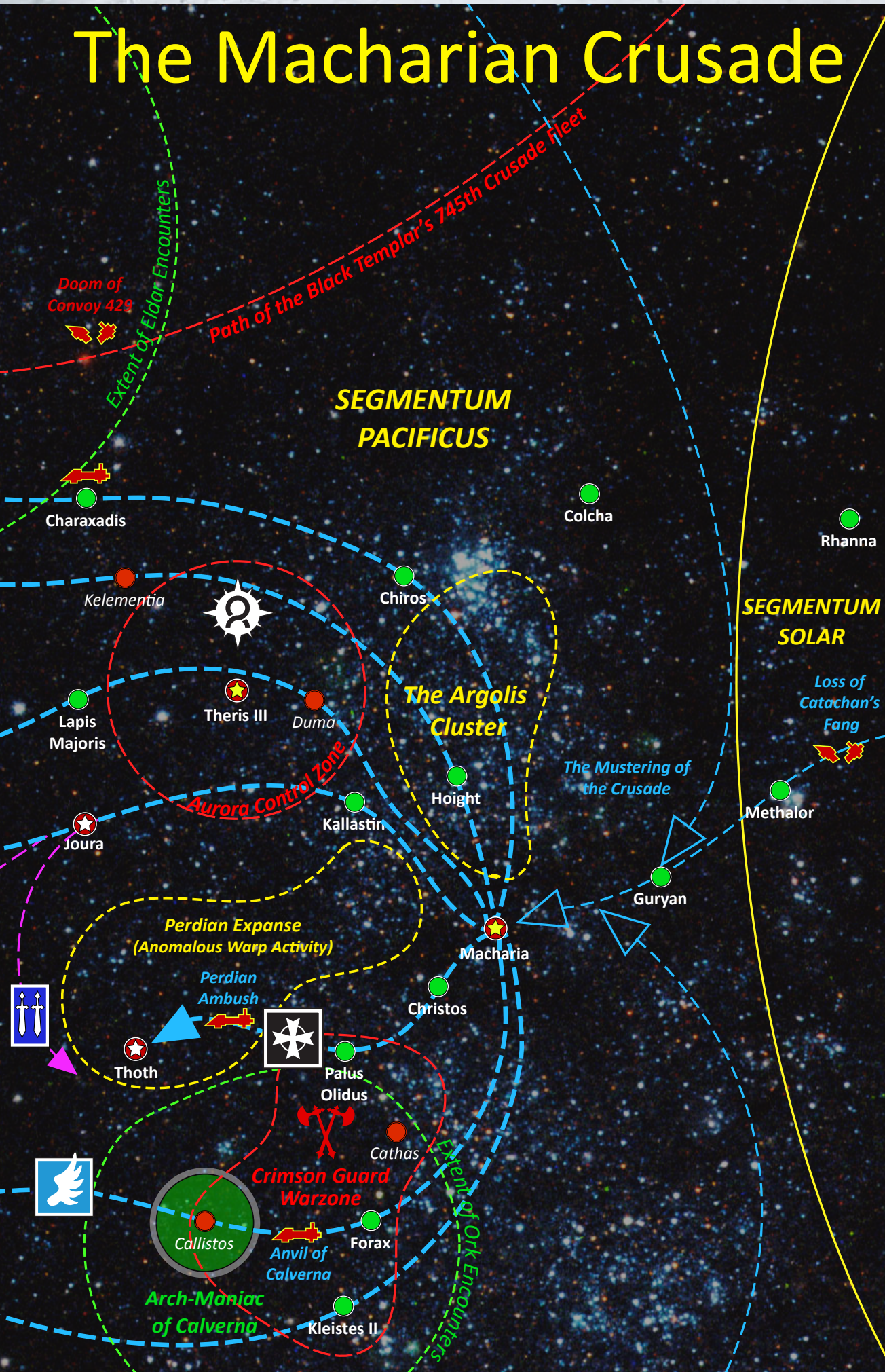


Fleet Actions





# The Macharian Crusade





# INTRODUCTION

**Welcome friend, to an journey into a time of legend. Find herein details of His Holiness, the Saint Lord Solar Macharius, his entourage of Apostles and their Crusade across the Stars. Within these pages you may walk in his footsteps and retrace the glories of the greatest conqueror the Imperium of Man has seen since the Great Crusade.**

## FROM THE AUTHOR

*We hope this will be an exciting and fun-filled Warhammer 40,000 campaign supplement. The Macharian Crusade has been with us for over ten years, making its first appearance in the Second Edition Imperial Guard codex in 1995. Since that time, we have seen drips and drabs of detail spilling out here and there, illuminating no more than a tiny corner of this monumental event in the history of the 40k universe.*

*Macharius himself has gone through several rules iterations and we have discovered a series of (contradictory) maps describing the seven (or five) year crusade. We know of great battles and the leaders involved, but little else.*

*This campaign book is an effort to address that. It seeks to take the details we have been given and to weave them into a detailed tapestry of that rarest of commodities: "40k history". We will let you, the player, walk in the times of Macharius; either at his side or in one of the six other great armadas that accompanied him in the Crusade. You will share in his greatest victories and darkest tragedies. You will serve alongside the brave and the craven, the faithful and the fallen.*

*The campaign book has been reformatted since our earlier releases and brought into the "new-style" codex layout we have seen out of Games Workshop of late.*

*The Macharian Crusade hopes get your creative juices flowing and allow enthusiast gamers a chance to dive into fun games with a host of both exotic and familiar armies.*

*It is a labor of love and I hope you enjoy pushing back the limits of the Imperium for His Greater Glory.*

*-bigred*

### **On the name/title "Lord Solar":**

*Is it a name or title? After meticulous research, we've determined the following to be true in our campaign:*

*According to the traditions of his homeworld, "Solar" was his surname and "Macharius" was his given name. There was a clerical error due to his family's allodial title when he was promoted to Lord Commander. Although the error was found within the century, the auxiliary term "Lord Solar" had already entered the Imperial Guard vernacular.*

*-mkerr*



## CONQUESTS OF THE LORD SOLAR

In the final balance, the Macharian Crusade is about the Imperial Guard. There are certainly Marines, Ministorum forces and other Imperial organizations out there, but if you are a tank-crazed ground-pounder then you will feel right at home.

On the opposing side, you will face a variety of terrors - from independent human worlds to ancient and terrifying xenos empires. This campaign has something for everyone. Enjoy!

## HOW THIS CAMPAIGN BOOK WORKS

This campaign book is split into five main sections that deal with different aspects of the Macharian Crusade.

**History of the Macharian Crusade:** This section goes over the background and history of the Macharian Crusade, from its humble roots to its final conclusion. It describes the details of the individual armies and how they fared for better or worse throughout the seven-year campaign. Finally, it puts the Crusade and the brave men who led it in context in light of the current millennia.

**Hobby Section:** This section shows the campaign in action on the tabletop with an emphasis on painting and modeling the numerous armies and xenos empires involved.

**Macharian Crusade Rules:** This section covers the special rules, doctrines, new units and independent characters available to the armies and presents each playable army in lavish color and detail so you can easily choose an army for your games.

**Apocalypse Crusade Rules:** This section covers the special formations, datasheets and point costs used by the armies and xenos empires in the Crusade.

**Macharian Crusade Campaign Rules:** This section covers the rules needed to run a two-month campaign recreating the Macharian Crusade from its humble beginnings to its terrifying end. The campaign supports playgroups from as small as two to as large as 50, so no matter what size your local club is you can get in on the action!



# Origins of the Macharian Crusade

## A SHATTERED IMPERIUM

The Age of Apostasy lay across the Imperium like a veil, obscuring all that passed before. Where once a great Imperium of Mankind stood, in its stead was a loose network of anxious worlds. High-Lord Goge Vandire was toppled, but his dark stain of persecution, madness and betrayal ran deep throughout the Imperium.

Billions died on all sides of the bitter conflict and much priceless knowledge and information was lost forever in the devastating Second Siege of Holy Terra.

As millennia passed Imperial Governors looked inward towards their own world's needs, the Imperial Army and Navy fell into disarray. The purged and re-forged Ministorum was scrutinized with a jaundiced eye by all in the light of the Plague of Unbelief. The Astartes refused to take sides as the High-Lords tore the Imperium to pieces. In the main, the mighty Space Marines looked to their own affairs; establishing tiny kingdoms of safety and calm in the vicinity of their homeworlds.

Through the Age of Redemption, everywhere the xenos threat was growing; entire sections of the Imperium went dark or openly rebelled. Again and again, mankind cried out to the Emperor for a way into the light of His Grace. Yet even four thousand years later, the Imperium of Man lay shrouded in misery and chaos. The Imperium yearned for a man to lead them out of the darkness.

## THE RISE OF GENERAL MACHARIUS

A leading bulwark against the darkness were the efforts of the Ministorum. Their eternal quest to keep the light of faith burning bright carried on and successive Ecclesiarchs carried on the brilliant ministry of Saint Sebastian Thor.

In time, one of the most devout, Paulos XXII, came to the world of Donia. It lay near the borders of the Segmentum Pacificus to the galactic west of Holy Terra. Ecclesiarch Paulos XXII had come to Donia to reconsecrate a large Ministorum center of operations and ordain over the stationing of a Priory of the Adepta Sororitas on world.

Millions of pilgrims flocked to Donia to greet the Ecclesiarch and among them was a young Imperial Guard officer hailing from the planet's noble family, Major Solar Macharius of the Donian Planetary Defense Force.

The two men met for only the slightest of moments, exchanging a handshake and pleasantries before being pressed along by the throngs. In the years that followed, the Lord Solar would say that in that instant his life was changed. As his hand touched the Ecclesiarch and met his gaze, he felt the Spirit of the Emperor enter his life. It would never leave his side.

Within weeks, Macharius was a changed man. He applied for, and was granted, a transfer to the regular army and

took the first footsteps on the Path of the Conqueror. He was shifted from warzone to warzone in the way of the Imperial Guard and commanded many forces from across the Imperium. First platoons, then companies, then regiments came under his command and where he fought, he won.

In warzone after warzone, Macharius (now a colonel) threw back rebels, xenos and heretics with his trademark aggression and creative battlefield tactics. On the world of Rulix in the Segmentum Obscurus, Macharius engaged and destroyed in detail three companies of renegade Space Marines with minimal casualties and little advance notice.

Such deeds raised eyebrows and, in the span of ten short years since his initial transfer into the Imperial Guard, Macharius was promoted into the ranks of the Departamento Munitorum. As a newly minted Brigadier General, Macharius now commanded vast armies across the Imperium.

Where once he had control of set pieces of a battle line, Macharius now could dictate strategy on a broader level. With each new battlefield, new challenges were met and overcome. New foes were vanquished and new friendships forged with his fellow officers. All the major fighting forces of the Imperium, from Mordia to Tallarn, became known to him and his climb up the ladder to General was both quick and deserved.

"The Emperor, descended  
plentifully into my heart.  
Enlightening the dark corners  
of this neglected dwelling and  
scattering there His Divine  
Spirit."

-Lord Solar Macharius,  
on his meeting with Ecclesiarch Paulos XXII

## MACHARIUS ASCENDANT

In time, the Departamento Munitorum turned its eye to the Segmentum Pacificus. It had become largely an area of wilderness space which had gone dark in the aftermath of the Age of Apostasy. There were formidable natural barriers to its re-conquest and little-to-no surviving records of its previous human inhabitants. When word came of rebellion on Donia itself and the loss of its Ministorum center, one man was the obvious choice to lead the campaign for its liberation.



# The Crusade Embarks

## THE SANCTIONING OF CRUSADE

With his usual abandon, General Macharius began the organization and planning for a full planetary invasion of his home world. It was now that he received a most unusual visitor; an envoy from the Ecclesiarch himself bearing a summons for a private audience on Holy Terra.

Macharius duly made the journey and once on world was ushered into his fateful audience. It took place in the Cathedral of Siwah, among of the most ancient holy structures remaining from Old Earth. What words were exchanged between the two men are not recorded and Macharius took all knowledge of the event to his grave. What is now legend is that upon his leaving Terra, the simple general was no more.

To the shock of the Departamento Munitorum, a quick series of missives was handed down by the High Lords of Terra. For the first time in 10,000 years, a segmentum-spanning crusade was mandated. It had no limits in duration or area of conquest, save the defined borders of the Segmentum Pacificus. Secondly, a Lord Commander was sanctioned for the first time since the Horus Heresy to lead it and given direct control over all military assets in the Segmentum. The man listed by name was Lord Commander Solar Macharius.

## THE MUSTERING OF THE FLEETS

The Lord Solar's first task was to assemble a warfleet large enough to reclaim possibly hundreds of worlds and organize it into a manageable military structure. Outside the legendary Great Crusade, no force of this size had ever been attempted by the Departamento Munitorum.

Calling forth a group of the Imperium's greatest administratum researchers, naval cartographers and logistics specialists a plan for the Crusade began to form.

A massive warfleet would muster near the Guryan system, the closest Imperial world to Donia. Once assembled, a smaller vanguard fleet led by Lord Solar himself would move against his wayward homeworld and quickly bring it to heel. Once conquered, the entire armada would reform at Donia and a council of war would assemble to work out the finer details of the Crusade.

This had two purposes. First, with naval assets coming in from far and wide across the Imperium, a buffer period would be needed to safely let the warfleets assemble. Secondly, many of the handpicked generals Lord Solar had sent for were former comrades and in some cases superiors. A concrete example of his homeworld's conquest under his personal direction was needed. It would mark a start to the Crusade to set the tone for the new chain of command, addressing any remaining awkwardness.

From across the Imperium the best generals came to the Lord Solar's side. Representing Cadia, Valhalla, Mordia, Tallarn, Catachan and dozens of others; the general staff

of the Macharian Crusade would be a true reflection of the diversity of Mankind.

With the task almost complete the High Lords bestowed one final gift to their new champion. As a token of their support Macharius himself would lead two elite armies from Holy Terra's Household Guard. The Merican Fusiliers and the Byzant Janizars had not left the seat of the Imperium for 10,000 years and were considered among the most disciplined and lavishly equipped fighting forces in the Galaxy. The gift was noted by the faithful who felt the Crusade sailed with the blessing of the Emperor.

**"One sloppy navigator and 100,000 men are dead! Get me the Paternoval envoy NOW!"**

*-Lord Solar Macharius on receiving word of the loss of The Catachan's Fang*

## THE CRISIS OF THE SIXTH ARMY

Macharius had decided on six senior generals who would lead army groups alongside his own. The most distant of these, General Marcus Coltrane of Catachan was en route and nearing the Methalor system when fate dealt the Crusade its first blow.

As Coltrane's Flagship *The Catachan's Fang* emerged from the Warp, it collided with a second task force battleship. Such accidents are virtually unheard of, but catastrophic. Both ship's Geller Fields interfered with each other in a fatal feedback loop that blew the vessels into sub-atomic particles and a dozen more were severely damaged. In an instant the assembled 6th Army and its Catachan contingent lost its senior commander and 24 divisions of elite troops.

The Bell of Lost Souls tolled twenty-five times on Holy Terra. But with the conquest of Donia underway, Lord Solar had no time to request a new general and replacement Catachan regiments. A local solution was needed.

Methalor is the home of the Segmentum Solar's Military Penal Auxillia divisions and one of the most dreaded prison planets in the Imperium. Out of time and with no options remaining Lord Solar inducted the world's commander and warden, Commandant General Tyrell Arrian to lead the Sixth Army. The lost divisions were to be replaced with Methalor Penal Auxillia and a handful of Terrax Guard divisions on world for Commissariat training exercises. It was a decision that would come back to haunt the Crusade in the years to come.



## MACHARIA REBORN

The campaign to reclaim Donia was over before it truly began. The rebels themselves had no chance of victory and were doomed men the moment Lord Solar's First Army pulled into low orbit and lit up the night sky with thousand mile long convoys of Janizar and Merican landers.

Titans of the Legio Metallica pummeled enemy positions, which were quickly overrun by the elite Terran Household regiments. What time was taken in the campaign was a result of Macharius' resistance to using blunt force to devastate his home world and a desire to test and hone his field commanders in a relatively safe environment.

In the course of two months it was done, and Donia, now renamed Macharia in honor of the Lord Solar once again became a loyal world. Over the next seven years it would grow into a massive logistics hub, eventually becoming the jewel of the eastern Segmentum Pacificus.

## THE WAR COUNCIL

The armada made anchor within days and Macharia became the sight of the largest war council seen since the Great Crusade.

Six of the greatest Imperial armies were to head into the unknown, led by some of the finest officers the Imperium would ever produce. Macharius sat as judge and final arbiter over some of the most heated strategic debates in Imperial Guard history.

Just beyond Macharia lay two huge interstellar barriers, the Argolis Cluster to the galactic northwest, and the Perdian Expanse to the southwest. Beyond them was the unknown. Administratum researchers had ancient maps and there were rumors of a handful of Astartes chapters who were believed to once have been based in the region. Infamous heretics fleeing destruction in the Plague of Unbelief had disappeared in the area. Whatever lay beyond Macharia had been silent for millennia.

Macharius divided up the Crusade into three broad sectors. In the northern zone, he paired the friendly rivals of Mordian General Sejanus and Tallarn's General Lysander. These were old trusted comrades and they complemented each other's strengths and weaknesses well. They were tasked with penetrating the Argolis cluster and proceeding northwest.

In the southern sector, General's Crassus of Cadia and Cyrus of Valhalla were to circumnavigate the Perdian Expanse and proceed southwest. The Sixth Army under Commandant General Arrian was to proceed behind them and act as a reserve force, as Lord Solar did not trust this hastily assembled force with immediate frontline duties.

Between the two arms headed due west was Lord Solar's First Army backed up by Third Army under the Cadian General Tarka. He was the youngest of the six generals and a close friend to Lord Solar. In their wake followed the Crusade's baggage train which included Mechanicus, Ministorum and an ever growing collection of Rogue Trader fleets eager to travel in the greatest expedition they would see in their lifetimes.

## THE GRAND EMBARKATION

With final plans complete, equipment loaded and men safely onboard it was time to go. The inhabitants of Macharia in the days to come would refer to the start of the Crusade as the "Grand Embarkation".

On the 17th of Quintilus, 995.M40 Lord Solar sent the following message across the armada's vox network:

**"There is nothing impossible to they who will but try. May the Emperor Protect. Begin."**

So many ships filled the night sky, it was said to resemble a gossamer net spread across the heavens. Over the course of a month that network of anchored ships came apart piece by piece, each flaring brightly across the firmament and fading to shining pinpricks as they broke orbit. The Army Groups each in their turn made way to their assigned jump points and leapt into legend.

## The Enigma of *The Catachan's Fang*

The destruction of the *Catachan's Fang* was one of the most noted and enduring events of the Macharian Crusade.

At the time there was no one available to look for a detailed explanations for the terrible tragedy. The Lord Solar certainly took out his frustrations with a series of censures sent to the Paternoval Envoy. All navigators in the Crusade were required to be in top condition, and their performance was rigorously tested and recorded.

In the years to follow, a full joint investigation by the Inquisition, Navigator's Guild, and the Navy uncovered many curiosities.

Why for instance had the chief navigator on the *Catachan's Fang* been switched out merely two jumps before the fateful accident?

Why did the second battleship which was rammed fail to keep its navigational beacon in good running order?

Many more such coincidences were noted by the investigators, and in light of what the Sixth Army was to encounter, there are some who speculate that the loss of the *Catachan's Fang* was no accident at all.



# The Northern Front

## SALLY OF THE FIRST ARMY

Macharius' Army was the first to depart. Their navigators charted a course through a narrow strip of a space between the Peridian Expanse to his south and the Argolis Cluster to the galactic north.

His First Army reclaimed the first planet of the Crusade a mere eleven days and forty-five light years out from Macharia on the agri-world of Yaris IV. It was a bloodless victory, with a simple ceremony of raising of the Imperial flag atop the world's capital. The rural inhabitants were more surprised and relieved by the appearance of their saviors after having been cut off from the outside world for several centuries.

Dozens more worlds fell in the months to come and, within the first year of the Crusade, Lord Solar liberated no less than fifty five systems in a breakneck series of invasions. His generals and naval commanders were being honed into a well-oiled machine of conquest. Casualties were low and spirits were high.

Fifteen months into the campaign, Lord Solar had his first real test in the Kallastin Stratocracy. Administratum records indicated a polluted hive-world at this location had rebelled and thrown its lot in with Apostate Cardinal Bucharis during the Plague of Unbelief. Its military rulers had no intention of voluntarily surrendering.

The first task was the destruction of the Kallastin fleet and orbital defenses over the course of a two-month naval campaign. Once safely in low orbit, Stratego Kemal led a high-speed war of position which isolated and routed the rebel's tide of mutant throngs in the world's rural areas. This isolated its advanced central hive cities. Generals Hollweg and Martel threw up mighty rings of iron around the three besieged hives and shelled them incessantly for four months before the Merican Fusiliers under General Bradley stormed the citadels.

The battles for the "Three Sisters" was a bloody house-to-house affair. At the climax of the fighting, Lord Solar himself led the final assault on the palace of Governor Van Buren, besting him in single combat.

Kallastin was secured in a total of six months and three weeks from the time the First Army arrived in system. Macharius ordered the dissolution of Van Buren's rebel government, and sent away all ranking stratocrats in chains to Methalor.

## ARGOLIS CLUSTER

The Second and Fourth armies plunged ahead in the northern zone into the Argolis Cluster. This dense nebula was infused with lethal radiation emanating from a stellar nursery deep within it. Navigation was difficult and ships had to spend most time in the warp. They only dropped back into real-space to get establish their bearing before moving onto the next system.

It was slow painstaking work and all that was discovered

for several months was a string of long dead colonies. Some dated back to the Dark Age of Technology.

General Lysander was the first to stumble into the Garden World of Hight nestled in a tiny, cosmically-shielded solar system. Its inhabitants were advanced and possessed a high-quality military. With his own Tallarn desert troops at a natural disadvantage, Lysander had to rely on the strength of his Steel Legion and Kanak regiments. In a bloody two month purge the system was secured at the cost of nine regiments. It was a brutal introduction to modern combat for Warlord Arminius. One he would not soon forget.

Second into action was General Sejanus, who discovered the Chiros system lying just outside the western edge of the Argolis Cluster. This was a lost Ministorum world and housed none other than the Arch-heretic Colonel Richelieu, traitor-guard commander and former training instructor of the Departamento Munitorum. The two old guard commanders knew each other and the stakes were personal. In one of the bloodiest and briefest battles of the Crusade, Sejanus utterly destroyed and overran Chiros; losing seven Mordian regiments in ten days of brutal close range actions. Richelieu held firm to the end, but was undone and mortally wounded by his own senior staff. Instead of receiving leniency for their actions, Sejanus executed the rebel officers for insubordination.

With the Argolis Cluster safely behind them after months of plodding progress, both generals proceeded to the northwest, securing over a hundred worlds each over the next twelve months.

**"Welcome to the Aurora  
Control Zone. Stand Down.  
We've been waiting for you."**

*-First contact between Aurora Strike Cruiser  
Longwarden and General Tarka's Third Army*

## UNEXPECTED FRIENDS

General Tarka's Third Army was advancing in the Crusade's second year when it encountered a band of recently devastated worlds. Mechanicus teams identified xenos enclaves that had been butchered. Intermittent sensor contacts kept the fleet on full combat alert for two weeks before their next jump placed Tarka's flagship squarely in front of a brutal looking vessel. Its potent weapons array was locked on Tarka's bridge. They had discovered the Aurora Chapter of the Adeptus Astartes.

News quickly rippled through the ranks and Lord Solar paid a visit on his fastest ship to Theris III, the homeworld of the Aurora Chapter. Master Velatian extended his full support to the Crusade and provided a much needed safe-haven and intelligence trove for the northern front.



The Aurora were a Second Founding Chapter of Ultramarine heritage and, like so many other Astartes of this period, turned inward after the Age of Apostasy. Alone and unsupported, they carved out a small kingdom of absolute control and stability and waited for the day to come when the Imperium would re-establish contact.

With ties firmly established, Master Velatian requested aid with a thorn in his side. The nearby Duma system housed a large force of renegade Astartes led astray by a company of Alpha Legion under the command of his arch-nemesis, Captain Sorge. They had fortified their shrouded world, but were contained in-system due to a naval defeat at the hands of Battlefleet Aurora.

Tarka agreed, and the Siege of Duma began. A cat-and-mouse campaign played out between the renegades and the Genswick Rifles; each attempting to undue the other's field works. While this proceeded, drawing the traitors forward into their fortifications, Tarka and Velatian unleashed a daring combat drop of both Aurora terminators and drop-pods backed up by three divisions of Elysian drop troops. This force successfully penetrated the renegade's command and control centers, but failed to encircle the mysterious Alpha Legion forces who silently slipped away. Losses were high among the Elysians who were hampered by an unexplained shortage of Valkyries. With unyielding pressure on all sides of their position, the traitor Astartes soon collapsed. Macharius ordered the complete destruction of Duma's surface to ensure no trace of the traitor legions would remain.

#### LORD SOLAR AT JOURA

Macharius' First Army encountered Joura in their third year. The jungle world is a geological treasure trove, with a high concentration of naturally occurring adamantium. A series of abandoned mining colonies were secured in a matter of days and Rogue Traders began to set up merchant posts on world. The next week all hell broke loose. Joura was a Deathworld; one of the most dangerous ever encountered. In the first weeks, four regiments of Byzant Janizars simply vanished in the jungles, never to be seen again. Both flora and monstrous fauna attacked incessantly and the Merican regiments backed up by Krieg Korps trenchlines held the colonies and beat back the killers day by bloody day.

After three months the battle lines stabilized. With such

valuable yet unstable natural resources at stake, orbital bombardment was ruled out and Macharius ordered a war against Joura's entire ecosystem. Mechanicus and Legio Metallica forces moved forward incinerating all in their path. Ordinator Mars was brought on world to destroy the jungle wholesale while titans and Terran Household regiments held the line and fought off monstrous raiding parties. Overcoming Joura's monstrous environment took ten months and consumed nine divisions and three titans before being stripped clean. Lord Solar moved on without a word, leaving only the horrified Rogue Trader fleets and Mechanicus mining parties in his wake.

#### THE DOOM OF KELEMENTIA

Kelementia was the next major system to fall to Lysander's Fourth. This doomed world was caught in a system with a highly unstable star. Lysander liberated the world's desperate and loyal occupants, and performed a three-month, 24-hour airlift to evacuate the planet while under constant raiding attacks from the Kabal of the Rubied Blade based in the outer system. In the end, his Tallarn fighters took to a series of lightning raids in and among the system's asteroid belt to root out and destroy the Dark Eldar raiders once and for all.

#### SEJANUS TAKES CHARAXIDIS

Sejanus was next to bring forth the scales of justice at Charaxidis. This uninhabitable system was the sight of a lost Imperial Navy sector station. It was not only fully operational, but defended by a large renegade battlefleet under the command of the Plague of Unbelief's ageless Admiral Sehella. The traitor admiral was a cunning and ruthless opponent. A handful of regiments were lost in daring raids that destroyed their transports in open space and Battlefleet Sejanus suffered a series of minor losses early in the campaign.

Macharius sent elements of his battlefleet to Charaxidis. He led from his flagship *Pax Imperium* which was later crippled in the fighting. In a four month naval campaign, the two battlefleets outmaneuvered Sehella and destroyed her rebel navy. A final series of zero-gee boarding actions, led by the resolute Marshal Batory and his Mordian regiments, captured the rebel admiral and her flagship. In one of the Crusade's most controversial orders, Lord Solar executed Sehella but pardoned her crew and incorporated them into Battlefleet Macharius.

## The Red Technocracy

Lapis Majoris was a dark harbinger of things to come. It was not seen as such until scholars dissected the brief but brutal campaign of General Tarka's Third Army against what was uncovered as an "Exile Kingdom of Adrantis V" years later.

This small technocracy was discovered on the western border of the Aurora Control Zone. Master Velatian sent his Chief Librarian and two companies of Astartes to assist in its conquest. The "Red Technocracy" was small and fell in a matter of weeks, with the loss of a handful of Space Marines and just over two regiments of Cadians.

What was overlooked at the time was the tiny number of defenders (no more than a few hundred) in control of the empire, and their reliance on highly advanced machines from the Dark Age of Technology to bear the brunt of the fighting. The lessons of The Red Technocracy went unheeded. They were to be relearned in blood at Adrantis V.





Lord Solar directs the final Purge of Kleistes II from the battlements of General Crassus' Capitol Imperialis





## The Vault of Joura

In the aftermath of the Conquest of Joura, the First Army had to solve an unexpected problem. The now stripped planet was both a boon and a burden. A large treasury facility was built and staffed by trusted officers to keep a close eye on the abundant mineral wealth mined from Joura's crust.

Macharius distrusted the Rogue Traders and it was a difficult and backbreaking job to protect the raw mineral convoys that moved endlessly between the mining colonies and the central Jouran Treasury. A handful of companies from the Byzant Janizars were assigned the duty.

On his return from the Crusade, Macharius re-visited Joura. There he famously witnessed the determination and loyalty of Janizar Sergeant Amar who hauled a truckload of gemstones to the Treasury bag by bag across his back when his convoy vehicle broke down.

Macharius found Amar just making camp with the last sack across his back, and took his arm briefly to say: "Soldier, get that bag as far as your tent and the contents are yours"

Amar retired years later a wealthy man, and his descendents are today among the royal families of Joura.



# The Southern Front

## PERDIAN EXPANSE

Directly west of Macharia, lay the Perdian Expanse; one of the most treacherous natural barriers in the Segmentum Pacificus. The Expanse was discovered millennia ago and has been avoided by spacefarers since time immemorial. Its stellar origins are unknown and debatable, but its effects are as plain as day.

Within the Perdian Expanse, navigators fall utterly blind. Even the simplest journey becomes untenable and warp travel must be done using only crude onboard manual jump calculations. Any attempts to make jumps of more than 3-5 light years will send a ship wildly off course, often never to be seen again.

The Perdian Expanse is over one thousand light years in length and five hundred in width and height. Its interior had never been charted in any significant manner. What lay within was a complete mystery.

## UNEASY PARTNERS

The southern front of the Crusade's first task, once clear of Macharia, was to circumnavigate the Perdian Expanse's southern border. Generals Crassus and Cyrus forged ahead taking the southern-most routes well away from the Expanse. Their fleets were well trained military machines and from the start they began to reclaim worlds at an impressive rate.

General Arrian's Sixth Army was slower out of the gate, saddled with the northernmost path of the southern push. This placed them both closest to Macharius' First Army and the southern edge of the Expanse. They had to proceed with caution due to the navigational hazards and Lord Solar wanted them closest to himself in case they were to need any assistance. It was a personal tweak

that Commandant Arrian brooded upon and would color his decisions thereafter. As fate would have it his Sixth Army would hit the first real challenge of the southern front merely three months out from Macharia on the world of Christos.

Christos was a agri-world which housed a Ministorum centre which had been overthrown during the Age of Redemption. The world's heretical zealots resisted Arrian's high-handed threats and took up arms upon the Sixth Army's initial landings.

What should have been a textbook military conquest over an advanced agrarian world spilled out of control as Arrian led his war efforts with Methalor Auxillia regiments forced into combat under threat of violence by the Terrax Commissariat forces deployed behind their lines. Civilian casualties ran high and the world's few cities were pillaged before the Terrax commanders brought control to the front lines. Catachan reserves were finally allowed to enter the fray, quickly destroying the rebel heretic forces. Imperial losses to friendly fire and fragging incidents ran as high as combat losses to the enemy.

General Arrian commented that every new army has its "teething problems", and established the *Methalor Express*; a non-stop convoy that would feed the Sixth Army a steady supply of penal regiments to cover any expected losses.

## CRIMSON GUARD

In the aftermath of Christos, the Fifth, Sixth and Seventh Armies proceeded southwest. Dozens of worlds fell to the fleets, but an unsettling pattern emerged. Primitive systems spoke of the "Sky Devils" and "Halved Slavers" who fell on their worlds, kidnapping thousands of young warriors before disappearing into the heavens. Advanced

## The Scouring of Cathas

The home world of the Crimson Guard Space Marine chapter was almost passed over by General Cyrus' Seventh Army. Long range scans revealed an airless blasted rock. Only an intermittent distress beacon alerted Mechanicus explorer teams that something was amiss.

What was discovered was the ruins of an Astartes Fortress Monastery, completely overrun and destroyed from within. Dozens of Ork roks littered the surrounding area, and everywhere lay blackened equipment and skeletons of both greenskin and Astartes. Deep within the ruin's underground vaults a distress beacon and log revealed the dark fate of Cathas.

A series of chapter communiques recorded an attack by an overwhelming Waaagh under the command of a warlord referred to as "The Arch-Maniac". The Ork battlefleet was large, and utilized massive explosive roks to ram and disable the Crimson Guard Battlefleet and orbital defenses.

Alone and unable to stem the growing tide of xenos overrunning their home world, the bulk of the chapter fought to the last brother, then set off their stockpile of atomics and cyclonic torpedoes, scouring Cathas of all life.



worlds reported the mysterious disappearance of dozens of ships and considered the area of space to haunted.

The campaign pressed on and ten months later General Cyrus reached Forax. This system revolves not around a star, but a warp-tear that spills over into real space. A handful of worlds orbit it, illuminated by its baleful energies and on each, a bitter war of annihilation was raging. On one side was Ork, on the other the Crimson Guard; an Astartes Chapter unlike any seen before.

Cyrus' fleet moved into the system in force and devastated the Ork naval assets. A single Astartes strike cruiser approached and a parley began. Master Kree was a madman bent on vengeance; his damaged armor caked with Ork blood and debris. He cared not for any talks of tactics or relief. He only desired arms. It was revealed that the ragtag fleet of marine escorts and commandeered civilian transports was all that remained of the once proud Crimson Guard battlefleet. On the planets below the chapter fought an insane war of attrition against the Orks of Calverna, forcing press-ganged Astartes Initiates into battle virtually untrained.

With the weight of over fifty divisions behind him, Cyrus went into action immediately. A fast moving campaign sent hundreds of thousands of Valhallans into combat against their hated Ork foes. Cooperation with the Crimson Guard was nonexistent and Marshal Kulilev would only count on them to hold their doomed positions, keeping his quarry tied down in critical areas. The Valhallan army surrounded the cut off Orks of Forax and crushed them world by world, linking up at last with the immovable Crimson Guard holdouts. With the system secured, Kree took on a new supply of arms and plunged alone into the west. He drove directly towards the heart of his nemesis; the Arch Maniac of Calverna.

To the north, Arrian's Sixth hit the stripped, primal world of Palus Olidus. Still licking his wounds from Christos, Arrian allowed Catachan Lt. General Kariyapa to take to the world's jungles and purge it of its monstrous insectoid native inhabitants. The campaign was a success, but the two men were of different temperament. Arrian saw in the Catachan a braggart looking to show him up. The Catachans, already chafing under the strain of what they saw as incompetent leadership were on the edge of mutiny. The Sixth Army was a powder keg awaiting only a spark to set it off.

### CRASSUS ON THE HUNT

General Crassus' Fifth Army took the southernmost path of the Crusade. He was an old associate of Lord Solar from their time in the Departamento Munitorum, and the two had fought together near the Cadian Gate. It is an indication of Macharius' trust in Crassus that he gave him such a distant path with little hope of speedy assistance.

For almost two years Crassus forged ahead using his mixture of Cadians, Harakoni, and Praetorians as a finely tuned instrument. No other army liberated so many worlds as quickly and as he pulled into the system of Kleistes II, there were over 120 conquests under his belt.

At Kleistes, Crassus encountered another Crimson Guard force mired in a conflict on several worlds. What was

different was these Orks were winning. A large Ork fleet swarming with explosive roks was ripping the Crimson Guard apart. Forewarned of the danger from Cathas, Crassus pulled back from battle and spread the Ork fleet out, destroying the roks at range.

In a bloody series of boarding actions, Crassus' Cadian regiments pummeled and boarded several Killkroozers. One; *Da Kablowee* was captured intact. It was to be a watershed moment in the war on the Orks of Calverna.

### AGAINST THE ARCH MANIAC

*Da Kablowee* gave the Crusade a full set of stellar maps of Calverna, the relative strengths and locations of major Ork staging points and their fleets. It also gave up the Arch-Maniac's treasured secret, for in its massive launch bay an explosive rok was waiting. It had been overrun before it's mekboy architects could set it off.

Upon receiving the news Macharius departed at once for the Calverna warzone and began his planning for a campaign of annihilation against the Arch-Maniac.

"Where I have led you, not  
one man has fallen in retreat."

-Macharius addressing the 7th Army at Callistos.

Callistos was the home of the Arch-Maniac and possessed an unknown naturally occurring explosive, easily minable by its Ork rulers. This explosive was analyzed by Mechanicus Magos, and discovered to be highly unstable when exposed to particular types of radiation. Lord Solar overruled the Magos objections, and ordered the construction of modified naval torpedoes to emit just such an effect. These were loaded onto *Da Kablowee* and a grand trap was set for the Ork battlefleet.

While Crassus cut through the southern edge of Calverna, drawing picket elements of the Ork battlefleet away from Callistos, Macharius led the Seventh hot on the trail of the mad Master Kree straight for it. The Arch-Maniac met them and the largest fleet action of the Crusade took place just to the east of Callistos.

The "Anvil of Calverna" began with the placement of *Da Kablowee* between the Ork and Crimson Guard fleets. In an act of impeccable timing, the handpicked crew were harried by Kree's fleet, and fled damaged into the heart of the Ork Battlefleet. They were in tight formation led by a huge screen of their murderous roks. As *Da Kablowee* passed through this screen, it launched its torpedoes setting off a chain reaction that destroyed the roks, one third of the Ork fleet and itself. Battlefleet Cyrus fell on the stunned Calverna survivors and finished them.

Callistos was invaded en masse and fell in the months to come. Macharius led from the front and destroyed the Ork empire in detail. Losses were roughly a dozen divisions, but Callistos was secured along with its unique ore. The Lord Solar allowed the Crimson Guard their vengeance. Master Kree led the campaign's final charge, slaying the Arch-Maniac at the cost of his own life.



# The Lost Treasures

## THE CRUSADER AND THE SHADOW

The Macharian Crusade had entered its fourth year. Over a thousand worlds had been liberated and the frontiers of the Imperium had been pushed outward for thousands of light years. The treasures of the Crusade were about to be uncovered.

In the northern front, generals Sejanus and Lysander pushed on past Charaxidis. Dozens of systems fell to their armies before they uncovered the Garden Worlds. This stretch of wilderness space was home to a cluster of over a hundred paradise worlds. Within hours of the first human stepping foot on them, the Eldar of Il-Kaithe Craftworld struck.

The next two years saw an unending war of move and counter move, as the incensed xenos relentlessly hammered the Second and Fourth Armies. When Sejanus' Mordians could establish a position, they were immovable, while Lysander's Tallarn were masters of the hunt. The Eldar however were cunning, and used guile and speed to keep the armies off balance. The fleet's advance dropped to a standstill as their battlefleets played cat and mouse through the stars. Over ten divisions were lost and it was evident that something was needed to break the stalemate.

That something was the Black Templar's 745th Crusade Fleet, one of several Astartes forces requested by Macharius at the outset of the Crusade. Marshall Thangdren responded to the call, and made the long journey to the galactic west. His timing was impeccable.

The Black Templars swept into the northern front like a thunderhead, drawing all to their fiery presence. They fought off a large portion of the Il-Kaithe fleet during a devastating raid on their primary supply convoy, but inflicted heavy losses on the xenos raiders.

The damage was done. Short on supplies, Thangdren ordered the bulk of his forces and vessels into the Garden Worlds and linked up with Sejanus and Lysander. The Marshal then transferred his flag to a Marine strike cruiser and led a series of raids deep into Il-Kaithe space. He hoped to draw out the enemy and attempt to locate the craftworld itself.

Il-Kaithe was never found, but Thangdren was successful at monitoring Eldar movements and destroying a key Eldar Dragonship housing many senior leaders. With the information gleaned the Marshall uncovered a major Il-Kaithe attack on the garden world of Brightwater. The Imperial armies were waiting for them.

As the world's warp gates opened, a huge warhost emerged into the mouth of a hastily assembled Imperial defense line. Caught off guard, the Eldar Autarch attacked immediately. The damage was terrible, but the forward Mordian lines backed up by Black Templar elements held. As the tide of battle turned against them the Il-Kaithe warhost broke combat and fled. As they

attempted to regroup, they found themselves in the midst of a Tallarn trap. Lysander used his decades of experience fighting the Eldar to predict where they would regroup. As his forces attacked, the warhost fragmented into a bloody rout. The campaign was to drag on for a further two months as Eldar reinforcements arrived, and the dregs of the warhost fought their way back to a series of warp gates and abandoned the campaign.

Il-Kaithe fell silent. It would take generations for them to recover from the losses of the Macharian Crusade and the Garden Worlds were forever out of their grasp. In time these worlds would grow into the breadbasket of the entire Segmentum.

**"Heaven cannot brook two  
suns, nor Adrantis two  
masters."**

**-Macharius, ordering the destruction of Adrantis V**

## ADRANTIS V

In the central push, General Tarka entered the "Ghost Worlds". This area of space was disconcerting and world after world was discovered void of all life. They held only ominous megalithic structures of a long dead civilization. The navigators became anxious, wanting to be rid of this area but Tarka pushed them forward. Strange sensor contacts were often spotted and a handful of survey vessels and their entire contingents disappeared without a trace.

In the midst of this icy fear lay Adrantis V. It was the seat of perhaps the most advanced human culture ever faced by the Imperium. As the Third Army emerged from the warp in the outer Adrantis system, they were met by a powerful navy. Their saucer shaped hulls were protected by potent energy fields and they attacked with phased lasers and torpedoes bearing warheads of proscribed dark technology. As the Adrantis V fleet destroyed a handful of Tarka's warships the Mechanicum adepts could hardly believe their data inputs. The vessels could jump from location to location without the aid of the warp, and no Geller Field signatures were detected.

Tarka pulled the fleet back and sent a communique to Macharius. The Lord Solar went over the data and sent a two word order to Tarka's fleet admiral; "Ram Them". The second fleet action of Adrantis V went far better. The larger battleships literally plowed their way through the defenders, smashing several to pieces with their armored prows and scattering the smaller escorts who were harried by Imperial fighters as they fled.

The siege of Adrantis V was bitter every step of the way. As the enemy fleet was destroyed, the energy field surrounding the inner three planets was uncovered, As



these were in turn besieged and destroyed, Adrantis V's orbital defense grid was unleashed. So it went. With backbreaking slowness the world was stripped of its defenses layer by bloody layer until landings could be attempted.

Once on world, the defenders destroyed entire continent's ecosystems upon each defeat and fell back. After twenty months with supply lines stretched to the limit Tarka's Third Army suffered the bite of famine. Over seventeen divisions were destroyed by hostile action; three by famine before a breakthrough was accomplished. The Genswick rifles cracked the inner defense ring of Adrantis, suffering 78% casualties along with four titans and Ordinatus Mars lost.

Macharius was everywhere during the Siege, leading a battle here, planning a breakthrough there, and always tending to his men. In the end the Imperium of Man was victorious through sheer determination. One by one the major cities crumbled and the defenders of Adrantis V fell back to their last island capital. Realizing their fate was upon them they proposed a parley for settlement terms.

The Lord Solar answered with an assault on the capitol's last set of shield generators, and vaporized the city with a comet strike. It was said the Mechanicum host wept oily tears for the knowledge that was forever lost. For Macharius, there could be no forgiveness for the losses he sustained. Adrantis V passed into history.

### THE SIEGE OF THOTH

To the south Arrian's Sixth moved west in the aftermath of Palus Olidus. A series of successful conquests soothed the Lord Solar's concerns, yet every Catachan and Terrax casualty was replaced by a Methalor penal trooper. Slowly but surely the Commandant-General was reforming the army in his image.

At the very edge of the Peridian Expanse the Sixth Army was ambushed by an Alpha Legion battlefleet led by the infamous Captain Sorge. It was a disaster, and over a dozen divisions were lost, along with a third of the Arrian's fleet. The Alpha Legion retreated into the Expanse. Without taking any time to send an advisement to Lord Solar the Sixth Army dove after them. The fleet stayed hot on the trail of the Chaos warfleet. Jump after jump after jump was made with no rest allowed. Over the next three months, the Sixth Army's navigators fell silent, grew ill and perished. At long last, they arrived in the previously unknown Thoth system. Captain Sorge was waiting.

A quick series of suicidal Alpha Legion raids disabled over half of the Sixth Army's warp drives. With their targets unable to give chase, the traitors fled onto the moon of Thoth and began to evacuate a hidden staging base. Arrian staggered forward, pulled into orbit around the moon and prepared a full planetary landing. The Legionnaires were too fast. Sorge broke orbit, split up his fleet, and fled into the warp.

With his quarry gone Arrian refocused on Thoth. There were coded communications traffic between its northern pole and the Alpha Legion base before their departure. Arrian felt Chaos activity must exist on world. The army

discovered to their dismay that Thoth's small tropical polar region was a thick jungle shrouded by unstable warp storms. Its remaining surface was a parched desert Arrian believed uninhabitable and unfit for a landing.

Thus began the bitter three year siege of Thoth. Isolated from the rest of the Crusade, the Sixth Army landed at the very edge of the jungle region outside of deadly warp storms and began the seven hundred mile march to the world's heretical capitol. Methalor work details began to clear a road through the jungle to allow the army's heavy assets to be moved up. The work was brutal and only constant resupply from the *Methalor Express* allowed the army to endure the convict death rate. Worse, Arrian's landing site was constantly attacked by desert raiders.

Macharius was reached a year later by a Sixth Army scout ship which had broken free of the Expanse. Disgusted by Arrian's reports the Lord Solar sent only a single Tallarn regiment under command of the famed Captain El'Rahim. His guerrilla war alongside the N'go to secure Thoth's high desert, securing the Sixth Army's rear is legend.

Ignoring dire warnings from El'Rahim regarding Thoth's inhabitants, Arrian pushed his death march forward. The Sixth Army encountered individuals, then squads, then hordes of twisted mutants. Thoth lay in the hands of the Ruinous Powers. The relentless pace of the campaign drove many to madness or mutiny and the Commissars of the Terrax regiments were sorely tested. As the cities of Thoth came into view a new horror was unleashed.

A mighty army of witches and warp-spawned daemons ruled Thoth. They were centered around a warp artifact in its twisted capitol city. Arrian ordered an immediate attack. The slaughter was unimaginable. Methalor penal regiments fell like wheat while the Catachans hunted their nightmarish foes through the dark jungles. Over twenty five divisions fell during the final phase of the campaign, yet Arrian won his victory. His bloody minded assault against the Warp artifact was a success. Arrian planted the Aquila atop its blasphemous form. Thoth was his.

Seven days later General Arrian was dead, felled by a poisoned wound sustained in the fighting. In later days the Inquisition purged Thoth and destroyed all records of Arrian's last, mad campaign. Modern retellings of the Macharian Crusade only make mention of Tallarn Captain El'Rahim's heroic efforts on world; turning their back on what is perhaps the Crusade's darkest chapter.

## The "Saint" Falls

Commandant-General Tyrell Arrian was the most hated man in the Macharian Crusade. He was a study in contrast to the Lord Solar. Where one inspired through leadership, one ruled through fear, where one was a tactical genius, the other was inflexible. Where one loved his men as his family, Arrian treated his as insects.

On the insistence of the Ministorum, Arrian was later beatified. On Catachan however, the "Butcher of Thoth", has never been forgiven or forgotten.



# The Halo Stars

## THE ROGUE TRADERS

The Macharian Crusade had entered its final years. Its greatest battles were behind it, and Macharius pushed ahead towards the galactic edge and fate itself.

In the aftermath of Joura, the Rogue Trader Fleets broke off with the Lord Solar's sanction. They were instructed to explore the area of space between the central and southern fronts, filling in for the stalled Sixth Army still engaged on Thoth. While not a fighting force, the 754th and 1309th Expeditions reclaimed over eighty worlds themselves, further pushing back the frontiers of the Imperium.

## THE LAND OF THE DEAD

Where Tarka's Third stalled at Adrantis V, Macharius pushed forward into the Ghost Worlds. They encountered dozens of brooding systems, sterile and housing only the same megalithic obelisks.

Several outposts and supply stations were established on these worlds, many of which disappeared without a trace. Navy officers began to report stories of strange geometric vessels which would appear at extreme range and vanish. The navigators reported that this far from the Astronomican, they were almost blind but could feel a sense of death itself stalking across the stars.

At the battle of Siren's Call, the phantoms became all too real. The First Army emerged from the Warp to face a small group of unknown vessels surrounding a huge monolithic structure in open space. The aliens attacked immediately. Macharius flew to the bridge of *Lord of Light* and took command. The aliens used huge coruscating lightning arcs to rip apart Imperial vessels, but the Lord Solar would not be cowed. He formed up in tight formation and hammered the foe, focussing the fire of his entire battlefleet on each target in turn. As they erupted in stellar flame and were gone, he moved onto the next target. As the last of the larger alien vessels exploded, the giant monolith disappeared.

No debris was ever recovered. It was as if the mysterious fleet had never existed, save for the damage they had inflicted. One year later the 1309th Rogue Trader Expedition reported an identical monolith in open space, near the limit of the Astronomican. They moved in to investigate and were never seen again.

## AVER AND JUCHA; THE SOUTHERN JEWELS

To the south, Cyrus and Crassus moved on past Calverna. They next discovered the nearby resource-rich systems of Aver and Jucha, one home to a holdout Calverna outpost, the other a base for Eldar Kabalite raiders. Invasions were soon underway. By coincidence both campaigns started within a week and each General was keen to subjugate his assigned world first.

Jucha fell to Cyrus in a month, while the constant

strain of six years of fighting had finally taken a toll on Crassus's Fifth. At a crucial juncture in the fighting, General Elohir's Cadian line broke allowing a large breakthrough of Kabalite raiders. They hit the Fifth Army's rear areas unexpectedly, and in the ensuing fighting, slew Harakoni's Sky-Marshal Timovich and escaped. Crassus flew into a rage, stripping Elohir of surface command and restricting him to fleet security duties.

## JAKART

In the aftermath of the Il-Kaithe campaign the Tallarn Fourth Army moved westward towards the system of Jakart. They would advance no farther. Jakart was a large system swarming with Orks. It had been kept in a state of constant civil war due to directed Eldar raids, but had now formed into a nascent Waaagh.

With less than ten divisions remaining, Lysander moved in. The desert fighting was tough, but the hardy Fourth Army steadily pushed back the Orks. Macharius arrived in the system in time to participate in a high-risk raid deep into the Orks rear command areas. His fight against the warboss of Jakart shattered the Waaagh, but nearly cost him his life. Critically injured, the Lord Solar took leave of the warzone and returned to the First Army. He would never lead so recklessly again.

Within the month, Jakart was taken. General Lysander was done. His armies exhausted, and with over 350 worlds under his belt, he consolidated his gains and reported his situation to Macharius.

**"By the Emperor! It's full of stars..."**

-Rogue Trader Matteas Wolf; last astropathic message of the Flying Duchess

## THE FINAL PUSH

The Lord Solar would have none of it. He ordered all fleets to muster and press forward into the Halo Worlds. So far out on the galactic rim that the guiding light of the Astronomican was nothing more than a distant pinprick on the horizon, the fleets moved out.

To the west of Aver, Crassus picked up the trail of the Kabalite raiders. General Elohir wasted no time and led the only known successful stellar hunt for a Dark Eldar fleet. He used Crassus' escort squadrons in a genius maneuver war than rooted out the xenos and cut them off from their warp-gate escape routes. In the bloody "Affirmation of Elohir" the Cadian regained his honor and captured their Archon, the infamous Vectux alive. The rarest of war-prizes for the Lord Solar.



Macharius moved into the advanced Leminitus system and unleashed his exhausted Terran regiments on the Carnelian Palace. Surveying his mighty kingdom, and looking out into the starless west, Macharius would not yet know that Leminitus was the end. He would conquer no more.

### BEYOND THE LINE

At long last the Crusade had reached beyond its grasp. Five army groups ground to a halt, their navigators frozen with fear, blind and beyond the Astronomican. The few remaining regiments had seen more fighting in seven years than most guardsmen see in a lifetime of service. Only a fatigued core of grizzled veterans remained.

Sejanus and Crassus continued alone into the darkness. Using only manual jump calculations, they proceeded hop by hop by hop into the great interstellar darkness towards the final systems within reach.

On Heleroia, Crassus halted, capturing a feral world from roaming bands of primitive humans, isolated for millennia.

Sejanus went the farthest. On the last known world, he planted the Aquila, set up a Mechanicus explorer base and turned back. No man would ever venture further than Ultima Macharia.

### THE ROAD HOME

General Sejanus; most victorious and closest to the Lord Solar broke the news to him. The fleet was exhausted and would advance no further. The men loved Macharius as a father, but they simply could not push on.

Macharius exploded, flying into a rage. Finally he looked out into the blackness of the western void. His face cracked and at long last he wept. He ordered the Crusade back to Macharia. Over two thousand worlds had been liberated and the borders of the Imperium pushed back for thousands of light years. The greatest Imperial Crusade of the last ten thousand years was over.

The road home was one of the triumphant conqueror. As the fleet passed each world, they were met by ever more grateful Imperial citizens. On Lapis Majoris newly raised PDF regiments saluted as the fleet passed. On Callistos a newly established and reformed Crimson Guard fell briefly into formation, escorting the Crusaders as far as Forax.

In fifty years time, billions of now old men would tell the tale to wide-eyed grandchildren of how they saw with their own eyes the Lord Solar as he made his final march.

He did not reach Kallastin. Solar Macharius died fevered in bed almost ten years after departing Macharia. He would never walk on his home world again. He was 43.

### MACHARIUS BEATIFIED

Word of his death traveled like wildfire. An ornate sarcophagus was crafted to hold his body in stasis for the journey home. Billions of pilgrims lined his funerary path and dignitaries from across the Imperium came to pay final respects. Over a hundred Guard Generals laid their sabres on his tomb.

Paulos XXII was dead, but the new Ecclesiarch performed the final rites and led a congregation of billions in prayer. Macharius was beatified and laid to rest in a monumental cathedral on Macharia. He was home.

Almost immediately the legends grew. On Joura, he defeated Nature itself. At Adrantis V he destroyed thousand meter war machines with his bare hands. On Kallastin, he liberated a billion enslaved children. On and on it went.

He became a modern day myth in an Imperium desperate for hope. He let mankind remember its greatness, and spurred millions of heroes to action.

It is said by the Ministorum to this day, that Solar Macharius was Faith personified. That he truly walked in the Blazing Gaze of the Emperor. That he was made to remind mankind of what was possible. That he showed Man even in the darkest of times, The Emperor Protects.

## On Macharius

Our knowledge of the Lord Solar comes from the histories and journals of his surviving Generals. Macharius was a private man, and no written accounts survive from his hand. He was a driven iconoclast in a regimented time.

Sejanus tells us that Macharius was tolerant of conquered people, often installing local governors to rule in his stead, only leaving his Crusade's officers to fill military posts. He could be kind in victory, often empathizing with those who were only defending their homes. He could be merciless to those who stood in his path to long.

His temper was legendary. Macharius had no time for laziness and said his success was entirely due to his philosophy of never putting off till tomorrow what could be done today. No Guard commander has ever moved infantry so quickly and his ground campaigns were known for their stunning rates of advance.

Tarka says that Macharius' greatest weapon was his knowledge of each of his officers down to the lowest levels. He had a natural charm and never used rousing oratory on the eve of battle. It was said that his army was his true family, and he; their father. To the ends of the Galaxy, the two were never parted.



# MACHARIAN CRUSADE MODELING

The Macharian Crusade era offers a host of exciting modeling and painting opportunities to a Warhammer 40k player. From rare Imperial Guard armies to the enigmatic xenos empires, you are guaranteed to end up with a beautiful, unique army.

**Lord Solar Macharius:** High Commander of the Macharian Crusade



Ornate Cape



Hand-crafted Armor



Officer's Cap



Methalor Surprise

**Colonel Savoy:** Convict leader of the Methalor Penal Regiments



Colonel Richelieu's Red Guard fighting to the bitter end on Chiros





Skull Shoulderpads

**Warlord Arminius:**  
Leader of  
the Kanak  
Skulltakers



**Arch-Maniac of Calverna:** Warboss  
of Waaagh Kaboom



Maniac and Kiff



Kiff's pouch



Ornate Breastplate



Got a razor?



Baton of Mordia

**General Sejanus:**  
Commander of the 2nd Army

**Major-General Bradley:**  
Leader of  
the Merican  
Fusiliers



## Merica and Byzant



Catachan  
Pack

Cadian  
Head

Cadian  
Lasgun



Catachan pack



Marine  
Scout

Empire  
Body



Greenstuff  
shoes



Greenstuff  
headdress



# IMPERIAL GUARD



1st Army



Merican Fusiliers



Byzant Janizars



Krieg Korps



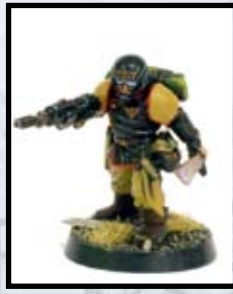
Cadian



2nd Army



Mordian



Barac Pioneers



Cadian Armored



Mordian Basilisk



3rd Army



Cadian



Genswick Rifles



Elysians



Cadian Russ



4th Army



Tallarn Raiders



Kanak Skulltakers



Steel Legion



Tallarn  
Sentinel



5th Army



Cadian



Harakoni



Praetorian



Praetorian Conqueror



# ARMIES OF THE CRUSADE



6th Army



Catachan



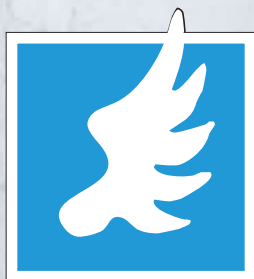
Methalor Penal



Terrax Guard



Methalor Demolisher



7th Army



Valhallan



Catachan



Jackals



Valhallan Hellhound

## ICONS OF THE CRUSADE

**Logos of the Crusade:** One of the easiest ways to enhance your Macharian Crusade army is to detail it with the Crusade-era iconography. From the Army Group badges of the Imperial Guard to xenos-empire symbols, custom decals are a sure-fire way to take your army to the next level.

### Crusade Logo Sheet

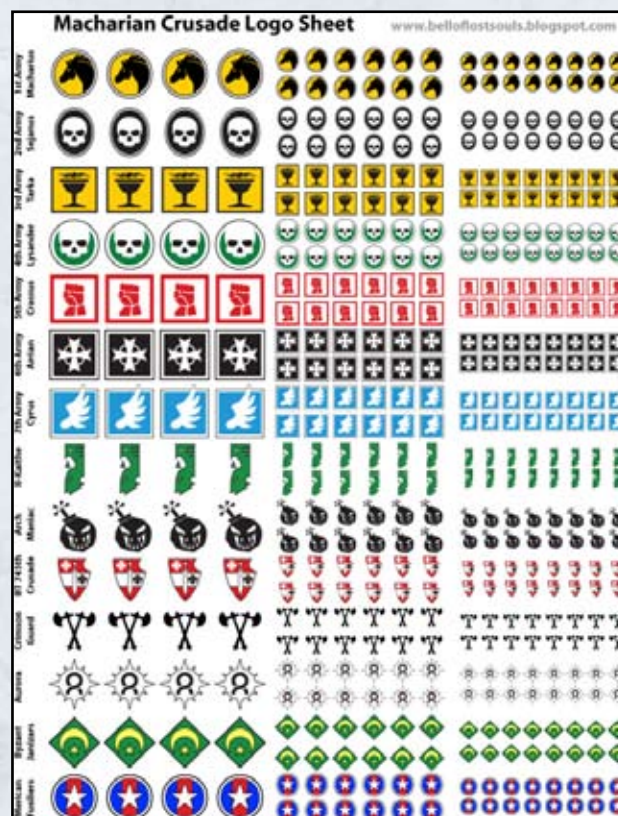
You can get the Macharian Crusade downloadable logo sheet for all the Imperial Guard Army Groups and major combatants from **Bell of Lost Souls**:  
<http://belloflostsouls.blogspot.com>

### Logo Sheet:

<http://www.belloflostsouls.net/2008/07/macharian-crusade-logo-sheet.html>

### Decal Tutorial:

<http://www.belloflostsouls.net/2007/07/tutorial-custom-decal-sheets.html>





**Kanak Skulltakers:** These brave Imperial warriors have been converted using Chaos Marauders with Catachan and Lizardman bitz.



**Chiros Red Guard:** Colonel Richelieu's rebel army is converted from Space Marine Scout, Cadian and Empire Pistolier bitz.



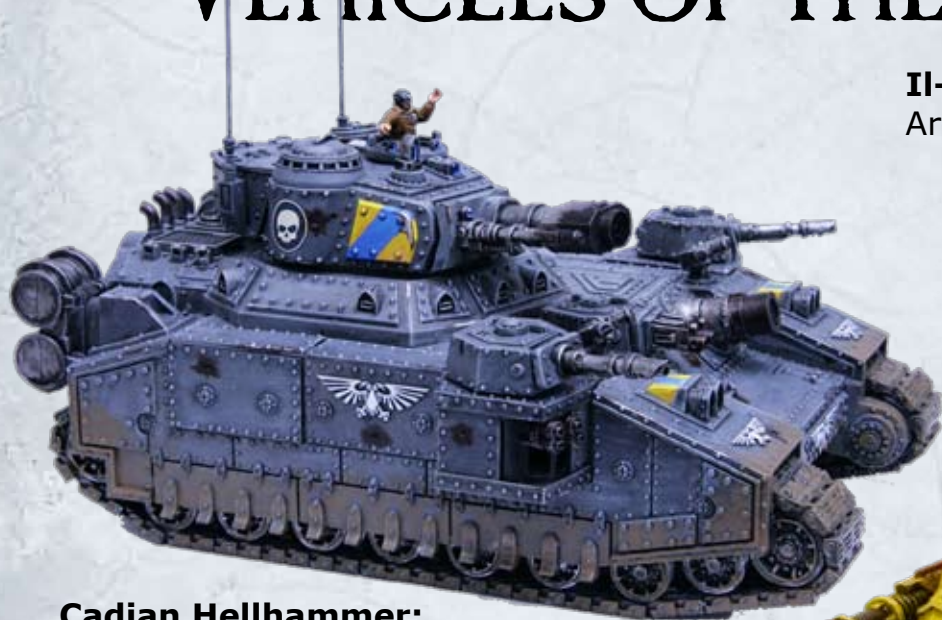
**Kanak Skulltakers on Hoight**



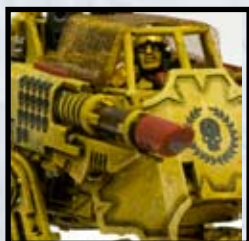


Methalor troops on Palus Olidus

## VEHICLES OF THE CRUSADE



**Cadian Hellhammer:**  
Farragut's Armored Corps



Sayid with kill markings



Stowed supplies

**Il-Kaithe Vyper:**  
Armed with starcannon



**Desert Scorpion:**  
Tallarn Lt-General  
Sayid's personal  
vehicle



# IMPERIAL FORCES



Aurora



Terminator



Veteran Sergeant



Marine



Rhino



Crimson Guard



Terminator



Veteran Sergeant



Marine



Rhino



Black Templars



Terminator



Initiate



Neophyte



Whirlwind

Ministorum  
&  
Inquisition



Battle Sister



Deathwatch



Rogue Trader



Immolator

"What is the strongest weapon of mankind? The god-machines of the Adeptus Mechanicus? No! The Astartes Legions? No! The tank? The lasgun? The fist? Not at all! Courage and courage alone stands above them all!"

-Lord Solar Macharius



# XENOS THREATS



Il-Kaithe



Guardian



Warlock



Aspect Warrior



Vyper



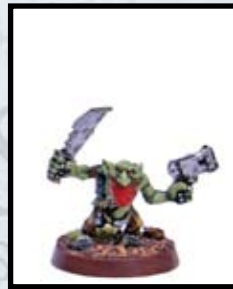
Calverna



Nob



Boy



Grot



Trukk



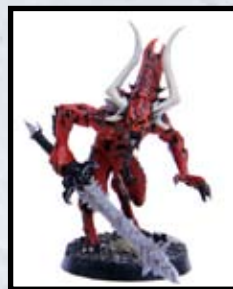
Chaos



Alpha Legion



Thoth Mutant



Thoth Daemon



Soulgrinder

Heretics  
&  
Xenos Scum



Chiros Red Guard



Joura Xenofoms



Adrantis Union



Heretic Russ

"Strike fast and suddenly. Attack without warning. Secure victory before the foe is aware of his danger. Remember always, a war is easily won if your enemy does not know he is fighting."

-Lord Solar Macharius



# DOCTRINES AND WARGEAR

The Macharian Crusade was event of monumental proportions. It brought together a collection of Imperial forces whose diversity in organization and equipment was unheard of in almost 10,000 years of warfare.

## GENERAL RULES

The following rules are used for all games set during the Macharian Crusade. These rules override any conflicting text found in other codices.

## NEW IMPERIAL GUARD DOCTRINES

The Doctrine system used in Codex Imperial Guard is in use. Each Guard army has its doctrines listed. There are additionally a number of new doctrines used to represent some of the more exotic Imperial Guard Crusade forces.

**Penal Troops.** Life in the Imperial Guard is tough and regimented. For reasons from petty theft to dereliction of duty, soldiers of all ranks may find themselves condemned to the Imperial Penal Legions. An army with this doctrine is fitted with a variety of control devices ranging from advanced stun-injectors to crude explosive collars to enforce discipline and to prevent escape.

- Any non-vehicle unit which fails a morale test must immediately re-roll the result, breaking if it fails a second time. Upon taking the re-roll, the squad loses D3 members who are remotely killed in an show of force by their commanders.

**Advanced Tactics.** A handful of Imperial Guard armies are equipped with state of the art training and weaponry, above and beyond the standard Imperial Guard level. These forces, often assigned to critical posts on the most important Imperial worlds are the envy of their peers.

- Stormtroopers and Grenadier units may use the Combat Squads special ability (see Codex:Blood Angels)
- A Stormtrooper squad may replace their hellguns with bolters for +10 points per squad.

**A-Gravs.** Some of the most elite forces within the Imperial Guard are equipped with the best anti-grav technology available, alongside simpler hover vehicles. Only a handful of these armies exist; normally stationed on the most vital of Imperial centers of government.

- An army with this doctrine gains the Janizar Landspeeder unit as an Elites choice.
- Any tanks fielded by the army may be upgraded to skimmers (if modelled appropriately) for +10 points.

**Sappers.** Some Imperial armies produce expert field engineers. These expert units operate under terrible battlefield conditions to prepare the way for breakthroughs by supporting forces.

- Any Imperial Guard infantry squad may be upgraded to Sappers for +10 points. The unit gains *Move through Cover*, *Deepstrike* (tunnels), a +1 to armor penetration rolls against bunkers and buildings, and ignores the effects of Minefields.
- Special Weapon Squads replace the Sniper Rifle option with Heavy Flamers for +15 points each.

**Light Horse.** Some Imperial worlds produce militaries with a strong cultural riding tradition. These forces often field regiments of cavalry and make excellent maneuver forces.

- An army with this doctrine may mount its Command HQ squad (with no heavy weapons) on horseback for +5 points per model. They are considered cavalry and are equipped with rough rider hunting lances.
- Units of Rough Riders which are fielded at maximum size may be selected as a Troops choice. Mounted Command Squads and Rough Riders gain the Scouts rule.



Genswick Rifles of the 3rd Army



**Rangers.** Some Imperial Guard Armies specialize in fighting in isolated, rugged terrain. They gain the following benefits:

- Any Imperial Guard infantry squad may pay +5 points for the Scouts ability. Squads which purchase this upgrade lose the Infiltrate ability, if they possess it.

**Carbines.** This army is equipped with specialized lasguns designed for short-range, high rate-of-fire bursts. Notoriously difficult to manufacture, lascarbines are usually fielded by armies hailing from highly advanced worlds. All lasguns in the army use the following profile:

**Lascarbine:** R:18" S:3 AP:- Assault 2

**Warrior Weapons.** This doctrine found in Codex: Imperial Guard is replaced with the following rules:

- Infantry units normally armed with lasguns replace them with laspistol and close combat weapon, and may buy *Furious Charge* and *Scouts* for +20 points per unit.

**Diehards.** This doctrine found in Codex: Imperial Guard is replaced with the following rules.

- Any Imperial Guard infantry unit or Rough Rider squad may take this ability for +5 points per unit.
- Diehard squads gain the *Stubborn* ability.

#### MACHARIAN CRUSADE EQUIPMENT

The following new pieces of Imperial Guard wargear are available for use in all games set during the Macharian Crusade.

**Gallantry Medallion.** This Imperial Guard medal is awarded for exemplary command. Your command squad is a scoring unit and gains Counter-Attack. **Officers only, 10 points**

**Silver Solar.** This Imperial Guard medal is awarded for innovative tactics in the face of the enemy. Your command squad is a scoring unit and gains the Tank Hunters ability. **Officers only, 15pts**

**Distinguished Service Cross.** This Imperial Guard medal is awarded for exceptionally meritorius service. Your command squad is a scoring unit and gains the Stubborn ability. **Officers only, 10 points**

**Golden Sword.** This Imperial Guard medal is awarded for tactical excellence during the course of an extended campaign. Your command squad is a scoring unit and gains the Feel No Pain ability. **Officers only, 15 points**

**Legion of Honor.** This Imperial Guard medal is awarded for being wounded or killed performing an act of great valor. Your command squad is a scoring unit and is Fearless. **Officers only, 10 points**

**Grand War Star.** This Imperial Guard medal is awarded for valor and victory in the face of overwhelming force. Your command squad is a scoring unit and gains the Relentless ability. **Officers only, 15 points**

**Companion of Solar.** This medal is awarded for extraordinary courage and valor in a duty of great responsibility. Your command squad is a scoring unit and gains Furious Charge. **Officers only, 10 points**

# IMPERIAL GUARD MEDALS

## SILVER SOLAR

Awarded for innovative battlefield tactics above and beyond the call of duty.



## GRAND WAR STAR

Awarded extraordinary courage and valor in a duty of great responsibility.



## GOLDEN SWORD

Awarded for tactical excellence during the course of an extended campaign.



## DISTINGUISHED SERVICE CROSS

Awarded for exceptionally meritorius service.





# MACHARIAN ARMORED COMPANIES

Fighting alongside millions of infantry during the Crusade were the armored companies of the Imperial Guard. This steel gauntlet crushed all in its path.

## ARMORED BATTLEGROUP ARMY LIST

### HQ

#### 1 Company Command Platoon

(Consists of Company Command Tank and 0-2 Support Units. ONLY Command Tanks are scoring units.)

#### Company Command Tank (*scoring unit*)

- Leman Russ, Leman Russ Exterminator, Leman Russ Conqueror, Leman Russ Vanquisher
- Special Rules: BS5, Improved Comms, Forgecrafted (may re-roll Vehicle Damage result, must accept the result of the second roll)
- Cost: Tank +70 points

#### Support Units (0-2 in any combination) include:

- Hellhound
- Chimera
- Cyclops (transported in a Chimera)
- Atlas Recovery Vehicle

### ELITE

#### 1+ Tank Platoon

(A Tank Platoon consists of a Platoon Command Tank and 0-2 Tank Units. Each Platoon Command Tank allows you to take 0-2 Tank Units, 0-1 Fast Attack units, and 0-1 Heavy Support units. ONLY Command Tanks are scoring units.)

#### Platoon Command Tank (*scoring unit*)

- Leman Russ, Leman Russ Exterminator, Leman Russ Conqueror
- Special Rules: BS4, Improved Comms
- Cost: Tank +35 points

#### 0-1 Tank Ace

- Leman Russ, Leman Russ Conqueror, Leman Russ Vanquisher, Leman Russ Executioner, Destroyer Tank Hunter
- Special Rules: BS5
- Cost: Tank +35 points

#### Tech Priest Engineer (+Transport) Storm Troopers (+Transport)

### TROOPS

#### Tank Unit (0-2 per Tank Platoon)

- Leman Russ, Leman Russ Exterminator, Leman Russ Conqueror

#### FAST ATTACK (0-1 per Tank Platoon)

(Reconnaissance units allow one member of their Tank Platoon to use the Reconnaissance unit's line of sight to determine if the target unit benefits from cover each Shooting phase.)

#### Armored Fist Reconnaissance Squad Sentinel Reconnaissance Squadron Salamander Reconnaissance Vehicle

#### HEAVY SUPPORT (0-1 per Tank Platoon) Support Tank

- Leman Russ Demolisher, Leman Russ Conqueror, Leman Russ Annihilator, Destroyer Tank Hunter, Thunderer

#### Artillery Vehicle

- Basilisk, Griffon





## The Army Groups of the Crusade each contained hundreds of Armored Battlegroups from across the Imperium. Here are a few of the most famed.

### Cadian 98th Armored Regiment 'Diehards'

**Go Down Fighting:** If a Cadian tank is destroyed without exploding, the wounded crew continues to fight from the wreckage. Place a single heavy weapon team (must be a weapon that was present on the tank) in the wreckage. This team is immobile, does not offer any kill points and may not hold or contest objectives. It is Fearless and fires with the BS of the wrecked tank. It may be targeted and assaulted normally.

### Praetorian 106th Armored Regiment 'Breakthrough'

**Disciplined Crew:** A Praetorian tank within 12" of a Command Tank may fire its primary weapon even if Shaken as long as it remains immobile and fires at the target as the Command Tank.

### Mordian 16th Armored Regiment 'Headhunters'

**Ace Gunners:** When shooting its primary weapon, a Mordian tank may re-roll the distance dice for any scatter. They must accept the result of the second roll, even if it is worse.

### Steel Legion 87th Armored Regiment 'Steelbacks'

**Side Skirts:** Assaults against Steel Legion tanks are always resolved against the tank's side armor instead of the tank's rear armor.

### Tallarn 101st Armored Regiment 'Shadow Strike'

**Opportunistic:** If the Tallarn player "seizes the initiative", he may re-deploy any or all of his tanks before taking his first turn. Additionally, his opponents may never attempt to "seize the initiative".

### Catachan 146th Regiment 'Red Cobras'

**Ambush:** Catachan Sentinel squadrons that are held in reserve to outflank may select the board edge it reserves in from instead of determining randomly.

### Valhallan 88th Armored Regiment 'Kodiaks'

**Better Lucky than Good:** Valhallan tank gunners may choose to add or subtract their Ballistic Skill from the scatter distance when shooting their primary weapon (instead of subtracting it as normal). For example, if a Valhallan tank rolls a scatter distance of 6 inches, a Tank Ace could subtract 5 from that distance for a scatter of 1" or he could add 5 to the distance for a scatter of 11".

### Terrax 6th Armored Regiment 'Iron Gauntlets'

**Self Destruct:** A Terrax crew would rather blow up their tank than have it fall into the hands of the enemy. If a Terrax tank is destroyed for any reason, the controlling player may always choose to have it explode.



Il-Kaithe and Mordian forces during the Garden Worlds campaign



# NEW CAMPAIGN UNITS

Several new units are available during the Macharian Crusade. These rare and unusual units are provided here as an inspiration to dedicated Macharian Crusade modelers to add something unique to their forces.

## Bomma Boyz

**COST: 6 POINTS PER MODEL**

	WS	BS	S	T	W	I	A	Ld	Sv
Bomma Boyz	4	2	3	4	1	2	2	7	6+

Bomma Boyz are a new Troops choice available to Arch-Maniac of Calverna armies.

"Lite da fuz, count ta three, BOMMZ AWAY!"

-Calverna Bomma Boys mantra

### Unit Composition

- 7-30 Bomma Boyz

### Unit Type:

- Infantry

### Special Rules

- Furious Charge
- Mob Rule
- Waaagh!

### Wargear:

- Slugga
- Choppa

### Options

- One Bomma Boy may be upgraded to a Nob for +10 points.
- The Nob may replace his choppa with a power claw for +15 points.
- The Nob may take 'eavy armor for +5 points.
- The Nob may take a boss pole for



+5 points.

- For every 10 Orks in the mob, one may be equipped with Calverna Kocktails for +5pts each.
- For every 10 boyz in the mob, one Bomm-squig may be added for +5pts each.

### Transport

- Mobs of 7 may take a Boom Trukk as a dedicated transport.

**Calverna Kocktail-** These potent cannonball-sized bombs have the following effect: **R:12" S:8 AP:4** Assault 1, Blast

**COST: 40 POINTS**

	Front	Side	Rear	BS
Boom Trukk	10	10	10	2

### Unit Composition:

- 1 Boom Trukk

### Unit type:

- Vehicle
- (Fast, Open-Topped)

### Wargear:

- Big Shoota

### Special Rules:

- Ramshackle
- Boom-Ram
- No Krew
- Bail Out

### Transport Capacity:

- 7 Bomma Boyz

### Options:

- May Replace big shoota with rokket launcha for +5 points
- May take any of the following:
  - Red paint job for +5 points
  - Grot riggers for +5 points
  - Stikkbomb chukka for +5 points
  - Armor plates for +10 points

**Boom-Ram:** Bomma Boyz love to see things go boom. They will often pack their trukks with explosives and ram them into enemy vehicles. A boom truk that successfully rams an enemy vehicle explodes and is removed from play. The enemy vehicle takes D6 Strength 10 automatic hits. In addition, any model within D6 inches takes a Strength 6 AP 4 hit. If a boom truk is destroyed before it can detonate, every model within D6 inches takes a Strength 6 AP 4 hit in addition to any other effects. A boom-ram also counts as a reinforced ram.

**Bail Out:** When bomma boys disembark, the bomma truk may continue moving in a straight line up to 6" (to a maximum of 18" of movement). The bomma boys usually do this before ramming another tank, if they remember.

**No Krew:** Only bomma boyz will ride in a boom truk, no other units or attached characters may be transported.



# Crimson Guard Holdfasts

**COST: 140 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Holdfast Initiate	4	3	4	4	1	4	1	8	4+
Holdfast Sergeant	4	4	4	4	1	4	2	9	4+

**Crimson Guard armies must use Holdfasts in place of standard Space Marine Scouts.**

**"For Cathas, for your Honor, CHARGE!"**

-Typical Holdfast battlecry



## Unit Composition

- 1 Holdfast Sergeant
- 9 Holdfast Initiates

## Unit Type:

- Infantry

## Special Rules

- And They Shall Know No Fear
- Scouts
- Furious Charge

## Wargear:

- Scout armor
- Bolt pistol
- Frag grenades
- Krak grenades
- Bolter, shotgun, or close combat weapon

## Options

- The squad may include 10 additional Initiates for +130 points.
- The Sergeant may replace his bolt pistol with a plasma pistol for +15 points.
- The Sergeant may replace his bolter with a power weapon for +15 points or a power fist for +25pts.
- The Sergeant may take meltabombs for +5 points.

# Byzant Janizar Landspeeders

**Byzant Janizar Landspeeders are a Elites choice for an Imperial Guard army with the A-Grav doctrine.**

**"Always Forward!"**

-Motto of the Byzant Janizar Landspeeder Squadrons

**COST: 40 POINTS**

	Front	Side	Rear	BS
Janizar Speeder	10	10	10	4



## Unit Composition:

- 1 Janizar Speeder

## Unit type:

- Vehicle Squadron
- Fast
- Open-topped
- Skimmer

## Wargear:

- One of the following weapons must be selected:  
Heavy flamer for +10 points  
Multi-laser for +15 points  
Autocannon for +20 points  
Lascannon for +30 points

## Special Rules:

- Scouts

## Options:

- May include up to two additional Janizar Speeders for +40 points each.

*Designer's Note: Byzant Janizar Landspeeders can be used as "counts as" Sentinels for standard games outside of the Macharian Campaign.*



# Rogue Trader

**COST: 50 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Rogue Trader	5	5	3	3	3	4	3	10	4+

**Rogue Traders are an HQ choice available to the new Rogue Trader army list**

Part diplomat, pirate, merchant and explorer, the Rogue Traders are ever pushing outward, testing fate in exchange for the chance of undreamed of riches. They live on the knife-edge of heresy, constantly weighing their Imperial Charter against their daily life spent in the wilderness space of the Galaxy.



## Unit Type:

- Infantry

## Number/Squad:

- 1

## Wargear:

- Carapace armor
- Bolt pistol
- Close combat weapon
- Frag and krak grenades
- Refractor field

## Special Rules

- Independent Character
- *Wizened*

## Options:

- Replace the close combat weapon with one of the following:  
Power weapon for +10 points  
Plasma pistol for +15 points  
Poisoned (4+) blade for +5 points

- May take one of the following:  
Combi-weapon for +10 points  
Evicerator for +20 points

- May take any of the following:  
Power armor for +5 points  
Meltabombs for +5 points

**Wizened:** Any unit led by a Rogue Trader gains Preferred Enemy against all xenos types.

# Rogue Trader Retinue

**COST: 10 POINTS/MODEL**

	WS	BS	S	T	W	I	A	Ld	Sv
Defender	3	4	3	3	1	3	1	8	4+
Marine Officer	4	4	4	4	1	4	2	9	3+
Sister Dialogus	4	4	3	3	1	3	2	9	3+

**Rogue Trader Retinues are a new HQ choice available to the Rogue Trader armylist. The retinue does not take up a FOC slot.**

## Unit Type:

- Infantry

## Number/Squad:

- 5-10 Defenders

## Wargear:

- Carapace armor
- Bolt pistol
- Hellgun w/targeter
- Frag and krak grenades

## Special Rules

- *Devoted*
- *Liaison*

## Character

- One Defender may upgrade to:  
Marine Officer for +25 points *OR*  
Sister Dialogus for +15 points

*Note: A Marine Officer is armed with a bolter and power weapon. A Sister Dialogus is armed with a Bolter and provides +D3 Faith points.*

## Options:

- Up to 3 Defenders may replace their hellgun with the following:  
Blaster for +10 points  
Meltagun for +10 points  
Scatter laser for +10 points  
Missile launcher for +20 points

## Transport:

- The squad may select a Rhino for +35 points or a Chimera for +65 points as a dedicated transport.

## ROGUE TRADER ARMY LIST

<b>HQ:</b>	1 Rogue Trader, Rogue Trader Retinue, Deathwatch Kill-Team
<b>ELITE:</b>	Hardened Veterans, Death Cult Assassins, Inquisitorial Stormtrooper Squad
<b>TROOPS:</b>	Infantry Platoon, Armored Fist Squad, <i>Marine Tactical Squad*</i> , <i>Battle Sisters Squad**</i>
<b>FAST ATTACK:</b>	Sentinel Squadron, <i>Assault Marines*</i> , <i>Seraphim Squad**</i>
<b>HEAVY SUPPORT:</b>	Orbital Strike, Heavy Weapon Platoon, Leman Russ Battle Tank, <i>Predator*</i> , <i>Dreadnought*</i> , <i>Retributor Squad**</i>

**Devoted:** If a Rogue Trader suffers a wound from any source, he may allocate that wound to any model with the devoted rule within 6". This wound is allocated before saving throws are attempted.

## Liaison:

\*A Marine Officer allows Astartes selections from the army list.  
\*\*A Sister Dialogus allows Sororitas selections from the army list.



# Il-Kaithe Bonesingers

**COST: 60 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Bonesinger	5	5	3	3	2	5	1	10	-

**Bonesingers are a new HQ choice available to the Il-Kaithe army list.**

Bonesingers are Eldar psykers who specialize in the construction and manipulation of the material known as wraithbone. They normally serve their Craftworlds as psychic artisans. The aggressive bonesingers of Il-Kaithe also perform their art on the battlefield, aiding their people and striking down their foes with haunting psychic symphonies.

## Unit Type:

- Infantry

## Number/Squad:

- 1

## Wargear:

- Ghosthelm
- Shuriken pistol
- Isithra Kasra
- Rune armor

## Special Rules

- Independent Character
- Fleet
- Psychic Powers

## Options:

- The Bonesinger may take Spirit Stones for +20 points.

A Bonesinger must buy between one or two powers from the following list:

- Regrowth for +25 points
- Endurance for +30 points



## BONESINGER PSYCHIC POWERS

These psychic powers do not require the Bonesinger to have line of sight to the target.

**Regrowth:** The Bonesinger plays a melody of restoration, mending nearby damaged Eldar structures. The psychic power is used in the Shooting phase instead of firing a weapon. The Eldar player may choose any Eldar vehicle, wraithlord, or wraithguard unit within 6". Roll a D6. On a 4+ the unit regains 1 Wound (which will revive a dead wraithguard) or, in the case of vehicles, will repair a weapon destroyed or immobilized damage result.

**Endurance:** The Bonesinger plays a melody of defiance, enhancing the resiliency of nearby Eldar structures. The psychic power is used at the start of the Eldar turn. Nominate one Eldar unit with a model within 12" of the Bonesinger. Units have their armor save improved by one point (to a maximum of 3+) and vehicles have their front armor value improved by one point until the beginning of the next Eldar turn.

## BONESINGER WARGEAR

**Isithra Kasra:** Bonesingers carry this beautiful musical instrument into battle to focus their abilities. Its haunting psychic melodies reshape wraithbone and other simpler Eldar materials, allowing the Bonesinger to repair or alter them at her will. If threatened, the aggressive Bonesingers of Il-Kaithe have mastered the art of focusing their anger through the Isithra Kasra. This takes the form of a soul-crushing, psychic cacophony that can twist and distort any enemies at close range. In the shooting phase, the Isithra Kasra may be used as a template weapon with the following stats:

**Isithra Kasra** S:X\* AP:6 Assault 1, Poison, Template

\* The Isithra Kasra wounds on a 4+. Against vehicles the Isithra Kasra causes a single, automatic glancing hit.

**"You sully a treasure that was not of your making. Look to your Corpse-God for forgiveness for you will find naught here."**

-Bonesinger Kheyldon of Il-Kaithe Craftworld



# FIRST ARMY GROUP

## "Lord Solar's Own"

Lord Macharius personally selected the First Army Group from among the elite military regiments of the Imperium. The army is based around a strong core of Merican Fusiliers and Byzant Janizars from Holy Terra's Household Guard. The lavish equipment of the Household Guard was the envy of the entire Crusade. The Lord Solar backed up this core with contingents from the stoic Krieg Korps and a vast force of Cadian Rangers to deal with any stubborn opposition.

The First Army was also home to the rare and exotic Adeptus Mechanicus support fleet and the Rogue Trader and Ministorum fleets who followed in his path of conquest.



### ARMY NOTES

#### MERICAN FUSILIERS

- Grenadiers
- Stormtroopers
- Iron discipline
- Sharpshooters
- Carapace
- Diehards (p.29)
- Advanced Tactics (p.28)

#### Preferred Weapons:

- Lascannon
- Plasma guns

#### BYZANT JANIZARS

- Light infantry
- Iron Discipline
- Sharpshooters
- Cameleoline
- Veterans
- A-Gravs (p.28)

#### Preferred Weapons:

- Autocannon
- Meltaguns

#### LEGIO METALLICA

- 1 Warlord
- 3 Reavers
- 6 Warhounds

#### CADIAN RANGERS

- Light infantry
- Iron discipline
- Veterans
- Special weapon squads
- Sharpshooters
- Heavy weapon platoons
- Rangers (p.29)

#### Preferred Weapons:

- Heavy bolter
- Meltaguns

#### KRIEG KORPS

- Rough riders
- Iron discipline
- Hardened fighters
- Diehards (p.29)
- Stormtroopers
- Heavy weapon platoons

#### Preferred Weapons:

- Heavy bolters
- Meltaguns

#### CENTURIO

#### ORDINATUS

- 1 Ordinatus Mars

### Order of Battle

#### REGIMENTS

Merican Fusiliers	15 Divisions
Byzant Janizars	15 Divisions
Cadian Rangers	25 Divisions
Krieg Korps	10 Divisions

#### FLEET ASSETS

#### FLAGSHIP

Lord of Light

Emperor Class Battleship

#### BATTLEFLEET MACHARIUS

4 Battleships  
8 Cruiser Squadrons  
13 Escort Squadrons  
3 Rogue Trader Fleets

#### SUPPORT UNITS

#### ADEPTUS MECHANICUS

Legio Metallica	Deci-Legio
Centurio Ordinatus	1 Ordinatus
Skitarii	8 Regiments

#### ADEPTA SORORITAS

Order of the Ebon Chalice

10 Preceptories

Merican (left)

Janizar (middle-left)

Cadian Rangers  
(middle-right)

Krieg Korps (right)





# Lord Solar Macharius

**COST: 160 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Solar Macharius	5	4	3	3	4	4	3	10	4+

Any Imperial Guard army may include Macharius. If you decide to take him, he counts as one of the army's HQ choices. The army must still include a Command Platoon as normal, although Macharius is the army's leader being the Senior Officer on the field.



"Peace? There cannot be peace in these times."

-Lord Solar Macharius

## Unit Type:

- Infantry

## Number/Squad:

- 1

## Wargear:

- Master-crafted bolt pistol
- Master-crafted power weapon
- Carapace armor
- Trademark item
- *Helm of Macharius*

## Special Rules

- Independent Character
- Fearless
- Furious Charge
- *Rites of Battle*
- *Master Strategist*

**Helm of Macharius:** This ornate artifact was recovered from the lost world of Persepolis. It protects the wearer with a power forcefield. The wearer receives a 3+ Invulnerable save.

**Rites of Battle:** If Macharius is on the table, any friendly Imperial Guard unit may use his Leadership value for Morale, Pinning, or Leadership tests, but not Psychic tests.

**Master Strategist:** Macharius' sudden assaults enabled him to launch devastating attacks while the enemy were still at their most vulnerable. If Macharius is present then you may select to go first in every element of deployment (choosing sides, deploying, placing infiltrators, scout moves, going first, etc.) Your opponent may not seize the initiative.

## Ultima Macharius

"I was the last one to see him alive. It was the third of Augustus and we were three weeks past Joura on our long trip home. The Mechanicus had left a small survey team on Ultima Macharius and the Rogue Traders were still poking their noses out past the line, but every other man in the fleet was feeling more confident by the day.  
Save one.

I was summoned to his chambers and was shaken by the sight. Where once stood a colossus capable of throwing back fate itself... What lay before me was a gray, wasted shell of a man.

My Lord called me close and, in his time, remaining bade me to take his last words:

*I have done everything the Emperor has tasked of me. I brought the Light of His Grace to every world I could reach. I threw back every obstacle that appeared in my path. For Him I have conquered the Heavens.  
But alas, there are no more stars to grasp."*

-General Sejanus, Commander 2nd Army

\* This ruleset represents Macharius in his prime during the heady early days of the Crusade



# Major-General Bradley

**COST: 100 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Bradley	4	5	3(4)	3	3	4	3	10	4+

A Merican Fusilier army may include Bradley as one of the army's HQ choices. The army must still include a Command Platoon as normal, although Bradley is the army's leader being the Senior Officer on the field.

"Damn it, you'll never win the Imperialis  
hiding in a foxhole! Follow me!"

-Major-General Bradley; Merican Fusiliers

**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

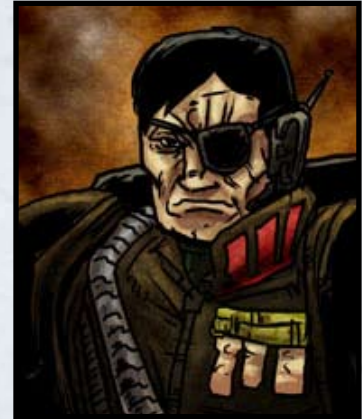
- Master-crafted storm bolter
- Bolt pistol
- Carapace armor
- Legion of Honor
- Refractor field
- *Sabre of Merica*

**Special Rules**

- Independent Character
- Leadership
- *Fusillade*

**Sabre of Merica:** This ancient Terran artifact is a +1S power weapon.

**Fusillade:** Once per turn, a single friendly Merican unit may fire rapid fire or assault weapons with an additional shot per weapon (rapid fire weapons would receive three shots, for example). This may not be used on template weapons. The unit may not fire in its following turn.



# Stratego Kemal

**COST: 110 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Kemal	4	4	3	3	3	4	3	10	4+

A Byzant Janizar army may include Kemalas one of the army's HQ choices. The army must still include a Command Platoon as normal, although Kemal is the army's leader being the Senior Officer on the field.

"My center gives way and my right is pushed  
back. Situation excellent. I am attacking."

-Stratego Kemal; Byzant Janizars

**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Master-crafted plasma pistol
- Power weapon
- Carapace armor
- *Horn of Anatol*
- Companion of Solar

**Special Rules**

- Independent Character
- Infiltrate
- Leadership
- *Lightning Strike*

**Horn of Anatol:** This ancient Terran artifact inspires incredible bravery. All friendly Byzant units within 12" are Fearless and add +1 to their combat resolution.

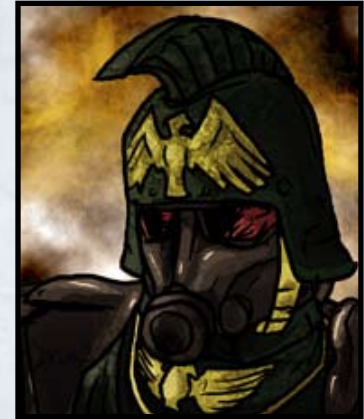
**Lightning Strike:** You may choose to begin rolling for reserves on turn 1 instead of turn 2.





# Marshal Hollweg

**COST: 90 POINTS**



	WS	BS	S	T	W	I	A	Ld	Sv
Hollweg	4	4	3	3	3	4	3	10	4+

A Krieg Korps army may include Hollweg. If you decide to take him, he counts as one of the army's HQ choices. The army must still include a Command Platoon as normal, although Hollweg is the army's leader being the Senior Officer on the field.

"Casualties many. Percentage of dead not known. Combat efficiency: we are winning."

-Marshal Hollweg; Krieg Korps

**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Laspistol
- Power weapon
- Carapace armor
- Trademark item
- Distinguished Service Cross

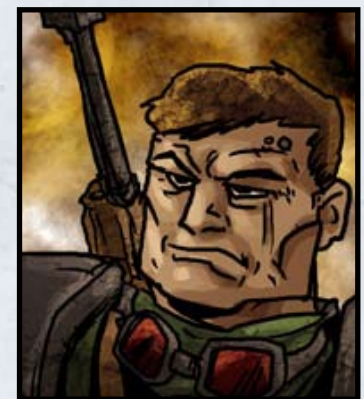
**Special Rules**

- Independent Character
- Leadership
- Trench fighter

**Trench fighter:** Any friendly Krieg unit that is assaulted in cover gains the counter-attack ability.

# Lt. General Martel

**COST: 100 POINTS**



	WS	BS	S	T	W	I	A	Ld	Sv
Martel	4	4	3	3	3	4	3	10	4+

A Cadian Ranger army may include Martel. If you decide to take him, he counts as one of the army's HQ choices. The army must still include a Command Platoon as normal, although Martel is the army's leader being the Senior Officer on the field.

"All right. They're on our left and they're on our right. They're in front of us and they're behind us. They can't get away this time."

-Lt. General Martel; Cadian Rangers

**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Bolt pistol
- Sniper rifle
- Carapace armor
- Grand War Star

**Special Rules**

- Independent Character
- Leadership
- Infiltrate
- One Shot, One Kill

**One Shot, One Kill:** Martel drilled his snipers relentlessly, forming them into a dreaded foe. An Army led by Martel may field 0-5 Special Weapons Squads as part of the command platoon. Only sniper rifles may be selected for these squads. The sniper rifle counts as BS:4 and each two-man team may be deployed and operate separately.



# SECOND ARMY GROUP

## "Sejanus' Steel"

General Horatio Sejanus was handpicked by the Lord Solar to lead the Second Army Group. The army is based around a strong core of Mordian Iron Guard with mixed support contingents of Barac Pioneers and Cadian armored regiments.

Under the stoic command of Sejanus, the Second Army was an unstoppable force. It conquered more worlds than any other army group and traveled the furthest. The old Mordian himself planted the Aquila on Ultima Macharius before turning back. The army's two hallmark campaigns were against Colonel Richelieu on Chiros, and the bitter two-year war versus the Eldar of Il-Kaithe.



### ARMY NOTES

#### MORDIAN IRON GUARD

- Sanctioned psykers
- Ratling squads
- Sharpshooters
- Close order drill
- Heavy weapon platoons
- Diehards (p.29)

#### Preferred Weapons:

- Lascannon
- Grenade launcher

#### BARAC PIONEERS

- Close order drill
- Iron discipline
- Veterans
- Special weapon squads
- Techpriests
- Carbines (p.29)

#### Preferred Weapons:

- Missile launcher
- Meltagun



#### CADIAN ARMORED CORPS

- Go Down Fighting (p.31)

#### MORDIAN ARMORED CORPS

- Ace Gunners (p.31)

#### LEGIO METALLICA

- 2 Warhounds

### Order of Battle

#### REGIMENTS

Mordian Iron Guard	53 Divisions (4 armored)
Barac Pioneers	10 Divisions
Cadian Armored Corps	13 Divisions

#### FLEET ASSETS

##### FLAGSHIP

Ramrod

Apocalypse Class Battleship

##### BATTLEFLEET SEJANUS

3 Battleships  
6 Cruiser Squadrons  
10 Escort Squadrons

#### SUPPORT UNITS

##### ADEPTUS MECHANICUS

Legio Metallica

2 Warhounds

Skitarii

1 Regiment

##### ADEPTA SORORITAS

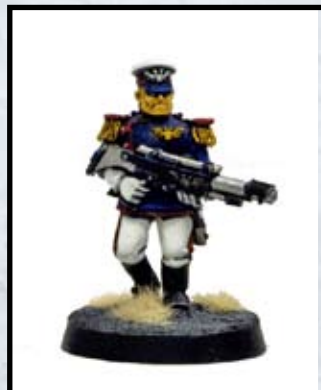
Order of the Ebon Chalice

2 Preceptories

Mordian (left)

Barac (middle)

Cadian (right)





# General Horatio Sejanus

**COST: 140 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Sejanus	4	4	3	3	3	4	3	10	4+

Any Second Army Group army may include Sejanus. If you decide to take him, he counts as one of the army's HQ choices. The army must still include a Command Platoon as normal, although Sejanus is the army's leader being the Senior Officer on the field.



**"The Guardsmen are the true nobility of the Imperium."**

--General Sejanus; Second Army Group

**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Master-crafted bolt pistol
- Gallantry Medallion
- Carapace armor
- Distinguished War Cross
- Refractor field
- *Baton of Mordia*

**Special Rules**

- Independent Character
- Leadership
- *Steel Will*

**Baton of Mordia:** This ornate symbol of command is a cunningly concealed weapon. It may either be used as a power weapon or a thunder hammer (decide at the beginning of each Assault phase).

**Steel Will:** Sejanus was known for his steely will and discipline. All friendly Imperial Guard units may automatically pass pinning tests.

## Master and Pupil

Horatio Sejanus rose through the ranks of the Departmento Munitorum under the tutelage of the great General Richelieu of Larka. Richelieu taught his officers that to achieve victory, one must grasp the "Inner Truth" of an enemy and devise a strategy to crush it. He instructed them to study every aspect of a foe to uncover this truth.

When a Ministorum schism swept through the Imperium, Richelieu made his single error and threw his lot in with the Apostate Cardinal Aventine. He was stripped of his rank and hounded out of the Imperium. He fled, bowed but unbroken, into the Segmentum Pacificus. It was here that decades later fate intervened and "Colonel" Richelieu was discovered by Sejanus ruling over the rebel world of Chiros.

Sejanus, peered deep into his old tutor and saw only discipline, misguided belief and regret. There would be no fanciful tactics or grand ploys on Chiros, only a test of will. Throwing his superior strength of numbers against Chiros, Sejanus forced Richelieu's infamous Red Guard back, foot by bloody foot, until at last they broke.

Richelieu's senior staff turned on their rebel leader; plotting to ransom him in a play for clemency. He tried to escape but was mortally wounded in the attempt, just as he made the Imperial lines. Richelieu died at the feet of Sejanus gasping for forgiveness with an old Mordian Aquila in his hand, a gift from his pupil decades earlier.

General Sejanus forgave Richelieu and buried his mentor with his own hands. Today the gravesite is marked by a Ministorum Shrine of the Emperor's Redemption. It is a reminder that in the end, even the most wretched can find comfort in the Divine Light of His Gaze if only they repent their evil ways.



# Marshal Batory

**COST: 85 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Batory	4	4	3	3	3	4	3	10	4+

A Mordian army may include Batory. If you decide to take him, he counts as one of the army's HQ choices. The army must still include a Command Platoon as normal, although Batory is the army's leader being the Senior Officer on the field.



**"Never stand and take a charge, charge them too."**

-Marshal Batory; Mordian Iron Guard

**Unit Type:**

- Infantry

**Wargear:**

- Laspistol
- Master-crafted power weapon
- Carapace armor
- Distinguished Service Cross

**Special Rules**

- Independent Character
- Leadership
- *Drill Master*

**Number/Squad:**

- 1

**Drill Master:** Marshal Batory was famed for his men's well disciplined fusillades. Designate any single non-vehicle enemy unit at the beginning of the Shooting phase. All friendly Mordian units gain the Pinning quality to their ranged weapons (excluding template and blast weapons) when targeting the designated unit.

# Maggiore-Generale Apfel

**COST: 100 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Abfel	4	4	3	3(4)	3	4	3	10	5+

An Barac Pioneer army may include Apfel. If you decide to take him, he counts as one of the army's HQ choices. The army must still include a Command Platoon as normal, although Apfel is the army's leader being the Senior Officer on the field.



**"The Eldar Warhost is a machine, and a machine can be broken."**

-Maggiore-Generale Apfel; Barac Pioneers

**Unit Type:**

- Jump Infantry (Jet Pack)

**Wargear:**

- Laspistol
- Power weapon
- Storm bolter
- Legion of Honor
- *Baracon Throne*

**Special Rules**

- Independent Character
- Leadership

**Number/Squad:**

- 1

**Baracon Throne:** This Barac relic is an artifact of the Great Crusade. The throne is an anti-grav command platform protected by a powerful forcefield. The throne grants Apfel a 3+ Invulnerable save, +1 Toughness and makes him immune to Instant Death. Additionally, Apfel counts as being equipped with a Regimental Standard, but may not deep strike or embark into a transport.



# Brigadier-General Farragut

**COST: COMPANY COMMAND TANK +50 POINTS**

A Cadian Armored Company may include Farragut, a special character Leman Russ Vanquisher. If you decide to take him, he counts as an upgrade to the Company Command Tank.

"The engines in my tanks are as deadly a weapon as their battle cannon."

-Brigadier-General Farragut; Cadian Armored Corps



**Special Rules:**

- Tank Hunters
- Old Nelson

**Old Nelson:** Farragut's crew is perhaps the best trained under Cadian command. They will go to extreme lengths to keep Farragut's command tank, Old Nelson, able to fire and under movement. If Farragut's tank receives a Weapon Destroyed result, Farragut's player (instead of the targeting player) may choose the weapon that is affected. In addition, Farragut may re-roll the result of a Track Guards test.

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## Brightwater

Brightwater was the turning point of the two year campaign against the Eldar of Il-Kaithe Craftworld. It was here that General Sejanus with Lysander's and Black Templar assistance broke the back of the xenos army, and forced them into retreat. It was also the site of the largest tank battle of the Crusade.

The Black Templars had regained their honor at the naval battle of *Thangdren's Solace*. They fell upon an Eldar command ship and successfully captured it. The information Marshal Thangdren gleaned pointed to an impending Eldar offensive on the Garden World of Brightwater. Sejanus called for support from Lysander's 4th Army and devised the most elaborate killing ground the Crusade would see.

The Imperial defenses surrounding the primary Eldar webway entrance were light but carefully monitored, and the aliens emerged from the Webway and massed near it. As they moved out to attack a nearby Command HQ left as bait, they stumbled into miles upon miles of minefields, interlocking Mordian anti-tank and AAA emplacements, and massed counterassaults from General Farragut's Cadian Armored forces and Black Templar infantry. In the first Eldar push to breakthrough the minefield belts, over 350 Leman Russes and 300 Eldar tanks were destroyed. Infantry losses were heavy on both sides, but the Eldar had been bogged down and lost the initiative. They were ill equipped to fight a war of attrition versus the Imperial Guard.

A desperate Il-Kaithe attempt to decapitate the Imperial High Command was uncovered and destroyed, killing the Eldar Autarch in the process. With their command shattered, the brittle Il-Kaithe Warhost fled to their designated evacuation webway portals. Lysander's Tallarn were waiting. At the end of two days of hard fighting the Eldar had lost over 38,000 personnel, to the Imperial's 51,000. Il-Kaithe's war was finished.



# THIRD ARMY GROUP

## "The Backbreakers"

General Tarka was the youngest of Macharius' Army Group leaders. He was a Cadian and a good friend of the Lord Solar. The Lord Solar sent him alongside his own First Army as a precautionary measure due to his relative youth.

Tarka's Third Army was based around a solid steel core of Cadian Shock Troops backed up with the specialized formations from Genswick and Elysia. They made excellent progress during the Crusade, surpassing even the Lord Solar's battlefleet. They are most remembered for their performance during the Scouring of Duma and the three year siege of Adrantis V.



### ARMY NOTES

#### CADIAN SHOCK TROOPS

- Grenadiers
- Sanctioned psykers
- Special weapon squads
- Stormtroopers
- Iron discipline
- Sharpshooters
- Conscripts platoons

#### Preferred Weapons:

- Autocannon
- Grenade launcher

#### ELYSIAN DROP TROOPS

- Drop troops
- Stormtroopers
- Carapace armor
- Heavy weapon platoons
- Special weapon squads

#### Preferred Weapons:

- Autocannon
- Flamer

#### GENSWICK RIFLES

- Iron discipline
- Carapace armor
- Special weapon squads
- Rough riders
- Conscripts
- Sappers (p.28)

#### Preferred Weapons:

- Autocannon
- Grenade launcher

#### CADIAN ARMORED CORPS

- Go Down Fighting (p.31)

#### LEGIO METALLICA

- 2 Warhounds



### Order of Battle

#### REGIMENTS

Cadian Shock Troops	48 Divisions (5 armored)
Genswick Rifles	14 Divisions
Elysian Drop Troops	9 Divisions

#### FLEET ASSETS

##### FLAGSHIP

Portcullis	Retribution Class Battleship
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##### BATTLEFLEET TARKA

2 Battleships
8 Cruiser Squadrons
9 Escort Squadrons

#### SUPPORT UNITS

##### ADEPTUS MECHANICUS

Legio Metallica	2 Warhounds
Skitarii	1 Regiment

##### ADEPTA SORORITAS

Order of the Ebon Chalice	2 Preceptories
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Cadian (left)

Genswick (middle)

Elysian (right)





# General Isoyu Tarka

**COST: 150 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Tarka	4	4	3	3	3	4	3	10	4+

Any Third Army Group army may include Tarka. If you decide to take him, he counts as one of the army's HQ choices. The army must still include a Command Platoon as normal, although Tarka is the army's leader being the Senior Officer on the field.



**"He who fears being conquered is sure of defeat."**

-General Tarka; Third Army Group

## Unit Type:

- Infantry

## Number/Squad:

- 1

## Wargear:

- Master-crafted bolt pistol
- Power weapon
- Carapace armor
- Refractor field
- Golden Sword
- *Monocle of Cadia*

## Special Rules

- Independent Character
- Leadership
- *Logistics*

**Monocle of Cadia:** This ornate eyepiece is laden with complex tactical overlays and communications uplinks. Each turn Tarka may designate a single, visible enemy unit. Any Imperial Guard units with voxes (or improved comms) may re-roll misses when firing at the designated unit.

**Logistics:** Tarka's forces were well supplied and equipped, greatly improving morale in otherwise difficult circumstances. Imperial Guard units in an army led by Tarka may attempt to regroup if under 50% of their starting size.

## The Elysian Airlift

On Duma, General Tarka oversaw the Crusades's largest and longest continual airlift for an isolated and beleaguered force, known as the Elysian Airlift. In the midst of the campaign against a Chapter of renegade Astartes, Tarka and the Aurora's Master Velatian decided on a daring combat drop into the traitor's rear lines. While regiments of Genswick and Cadians held the enemy army in place, hundreds of drop pods, vultures and valkyries delivered divisions of Elysian Drop Troops and Aurora marines into the drop zone.

They quickly destroyed the rebel marine's leadership but were cut off from their forces, and had to secure their position and hold out for a linkup with their Cadian and Genswick allies. Critically short on valkyries, and unable to land to evacuate their forces, General Tarka organized and oversaw a non-stop aerial-drop supply chain which kept the Elysians and Aurora stocked with ammunition, foodstuffs and other critical supplies. A tiny air corridor was carved out of the remaining traitor anri-aircraft positions with saturation bombing via thunderhawk and Imperial Navy airstrikes. Once cleared, the valkyries and thunderhawk transports flew the supply route literally nonstop for three months before the traitor positions were finally overrun. Every aircrew available in Battlefleet Tarka and the Aurora Battlefleet took shifts flying the supply runs until victory was achieved.

Tarka and Velatian's airlift is considered a virtuoso logistics operation and is still taught in Departmento Munitorum classrooms.



# Lt. General Horrocks

**COST: 100 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Horrocks	4	4	3	3	3	4	3	10	4+

A Cadian army may include Horrocks. If you decide to take him, he counts as one of the army's HQ choices. The army must still include a Command Platoon as normal, although Horrocks is the army's leader being the Senior Officer on the field.

**"A Cadian's first standing order is to think."**

-Lt. General Horrocks; Cadian Shock Troops



**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Laspistol
- Master-crafted power weapon
- Carapace armor
- Refractor field
- Gallantry Medallion
- Macharian Cross

**Special Rules**

- Independent Character
- Leadership
- Wily

**Wily:** Horrocks was renown for his flexible and improvisational combat style. Horrocks can force his opponent to re-roll a single reserves, a single ourflank roll for determining side, a single deep strike mishap roll, **and** a single dangerous terrain test **each turn**. This could allow Horrocks to force up to four re-rolls per turn.

# Drop-Lord Silang

**COST: 100 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Silang	4	4	3	3	3	4(5)	3	10	4+

An Elysian army may include Silang. If you decide to take him, he counts as one of the army's HQ choices. The army must still include a Command Platoon as normal, although Silang is the army's leader being the Senior Officer on the field.

**"By the Emperor, no damn man kills me and lives."**

-Drop-Lord Silang; Elysian Drop Troops



**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Plasma pistol
- Elysian Sting
- Carapace armor
- Gallantry Medallion
- Distinguished Service Cross

**Special Rules**

- Independent Character
- Leadership
- Deep Strike
- Drop Master

**Elysian Sting:** This perfectly balanced gladius counts as a power weapon that strikes at +1 initiative.

**Drop Master:** Silang's precision grav-chute insertions were well known. Before battle, you may select up to half of your deep-striking units (rounded down). They will all arrive at the same time using a single Reserves roll per turn. If this group includes Silang, all units in the group will only scatter D6 inches instead of the normal 2D6 inches.



# Brigadier-General Collins

**COST: 100 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Collins	4	4	3	3	2	3	2	10	4+

A Genswick Rifles army may include Collins. If you decide to take him, he counts as one of the army's HQ choices. The army must still include a Command Platoon as normal, although Collins is the army's leader being the Senior Officer on the field.



"Some people live a lifetime wondering if they made a difference. The Genswick Rifles don't have that problem."

-Brigadier General Collins; Genswick Rifles

## Unit Type:

- Infantry

## Number/Squad:

- 1

## Wargear:

- Laspistol
- Power weapon
- Carapace armor
- Silver Solar
- Refractor field

## Special Rules

- Independent Character
- Stubborn
- Leadership
- Deep Strike
- *Combat Engineer*

**Combat Engineer:** Collins was a master of using sapper techniques to prepare a battlefield to the detriment of his opposition. All enemy units suffer -1 to any cover saves when fired upon by Genswick units.

## The Breaching of Alpha-33

Genswick produces perhaps the best sappers in the Imperium, renown for their ability to crack even the toughest defences. Throughout the Macharian Crusade, the Genswick Rifles under the wizened eyes of General Barnabus "Old Oak" Collins bested the toughest citadels placed before them. Their ultimate test came at Adrantis V.

Over the brutal three-year siege, General Tarka threw the Genswick regiments at the advanced Adrantis defense works. General Collins, oldest of the senior staff, set to his business with grim determination.

Over 18 bloody months his regiments mapped out the outer defence network of Adrantis V and located its primary power node in the shield generator dubbed Alpha-33.

Time was not on the Imperial side, and biting hunger had taken a hold of the Third Army. Collins, broken at the loss of a regiment's worth of his men due to famine, devised a desperate plan. With the approval of Macharius and Tarka, he was given a dispensation of Mechanicus atomics and loaded them into the Third Army's last remaining Hellebore super-heavy tunneler. He saluted his senior staff one last time and climbed aboard.

The Hellebore slowly penetrated the floor of Alpha-33. A crack Genswick force quickly overtook the station. While the Mechanicus adepts integrated the atomics into Adrantis power grid Collins led a six-hour defense of the station against waves of panicked Adrantis reinforcements.

At 31:15 hours, Alpha-33 disappeared in a ball of nuclear fire, taking the Adrantis defense grid with it. Collin's sacrifice is considered a textbook case of a breaching operation in the face of a superior opponent and is now required reading for Departamento Munitorum senior staff.



# FOURTH ARMY GROUP

## "The Mirage"

General Amar Lysander was considered the Imperial Guard's undisputed master of maneuver warfare. Macharius organized the fast-moving Fourth Army Group around a core of Tallarn Desert Raiders backed up by fierce Kanak and mechanized Steel Legion forces. It was an army perfectly suited to Lysander's way of war.

The Fourth Army was assigned the northern route alongside Lysander's friendly rival, General Sejanus of Mordia. The two generals complemented each other well, and together covered the most ground of any of the Crusades's three fronts. Lysander is most remembered for his campaign against the Eldar of Il-Kaithe and the Orks of Jakart.



### ARMY NOTES

#### TALLARN DESERT RAIDERS

- Rough riders
- Priests
- Hardened fighters
- Light infantry
- Sharpshooters

#### Preferred Weapons:

- Missile launcher
- Plasma gun

#### ARMAGEDDON STEEL LEGION

- Mechanized
- Stormtroopers
- Xeno-fighters (Orks)
- Ratling squads
- Conscripts

#### Preferred Weapons:

- Missile launcher
- Grenade launcher

#### KANAK SKULL TAKERS

- Warrior weapons (p.29)
- Ogryn squads
- Hardened fighters
- Diehards (p.29)
- Rough riders

#### Preferred Weapons:

- Flamer

#### TALLARN ARMORED CORPS

- Opportunistic (p.31)

#### ARMAGEDDON ARMORED CORPS

- Side Skirts (p.31)

#### LEGIO METALLICA

- 2 Warhounds



Tallarn (left)

Kanak (middle)

Steel Legion (right)



### Order of Battle

#### REGIMENTS

Tallarn Desert Raiders	49 Divisions (7 armored)
Kanak Skull Takers	10 Divisions
Armageddon Steel Legion	13 Divisions (3 armored)

#### FLEET ASSETS

##### FLAGSHIP

Oasis	Retribution Class Battleship
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##### BATTLEFLEET LYSANDER

1 Battleships
12 Cruiser Squadrons
18 Escort Squadrons

#### SUPPORT UNITS

##### ADEPTUS MECHANICUS

Legio Metallica	2 Warhounds
Skitarii	1 Regiment

##### ADEPTA SORORITAS

Order of the Ebon Chalice	3 Preceptories
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# General Amar Lysander

**COST: 130 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Lysander	4	4	3	3	3	4	3	10	5+



A Fourth Army Group army may include Lysander. If you decide to take him, he counts as one of the army's HQ choices. The army must still include a Command Platoon as normal, although Lysander is the army's leader being the Senior Officer on the field.

"New conditions require new and imaginative methods. Wars are never won in the past."

-General Lysander; Fourth Army

**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Power weapon
- Flak armor
- Refractor field
- Grand War Star
- Fang of Tallarn

**Special Rules**

- Independent Character
- Infiltrate
- Leadership
- Fast Mover

**Fang of Tallarn:** This fabulous hunting rifle is deadly accurate in the hands of Lysander. It has the following profile: R:48" S:5 AP:3 Heavy 1, Rending. Casualties are selected by Lysander, not the owning player.

**Fast Mover:** Lysander was famous for his raiding forces that emphasized speed and maneuver over sheer firepower. An army led by Lysander may give up one or more heavy support choices for additional fast attack selections. Hellhounds and Rough Riders under his command gain the Scout ability, but may not outflank if held in reserve.

## The Sogdian Rock

During the climax of the conquest of Hoight, Lysander faced the Sogdian Rock. The Fourth Army had driven the world's leaders back to their final holdout, a thousand meter natural spire jutting from the floor of the Sisimitr Desert. It had been mined into a impregnable fortress and was well supplied for an extensive siege.

Lysander encircled it and offered terms to the world's last remaining rebel leader who sent his son as an emissary. The boy was disdainful of the Tallarn general, and scoffed that in 10,000 years, they could never scale the Sogdian Rock's heights. Such words uttered in the presence of the Fourth Army's senior staff left Lysander no choice.

The call went out for the best climbers and mountaineers in the 4th Army. Three hundred volunteers were selected and equipped with the best climbing and demolitions gear available. As night fell Lysander offered the first man to make the summit by dawn 20 years pay, 19 to the second man, and so on. As they departed into the howling desert night, The Fourth Army and Lysander slept in peace, the first time in months.

At dawn, Lysander contacted the Hoight leader by vox and demanded immediate surrender. As they laughed, the first demolition charge went off far above their position, shaking the Sogdian Rock to its core. It took the setting off of only two further charges to change the rebel's mind. Within the hour, Hoight was Lysander's, and the Sogdian Rock of Sisimitr fell without a single loss of life.



# Lt. General Sayid

**COST: 110 POINTS**

	WS	BS	S	Front	Side	Rear	I	A
Sayid's "Scorpion"	4	4	5	11	10	10	4	3

A Tallarn army may include Sayid as one of the army's HQ choices. The army must still include a Command Platoon as normal, although Sayid is the army's leader being the Senior Officer on the field.

**"Get there the first with the most."**

-Lt.-General Sayid; Tallarn Desert Raiders



## Unit Composition:

- 1 Sentinel "The Scorpion"

## Unit type:

- Walker

## Wargear:

- Two lascannon
- Extra armor
- Smoke launcher
- Searchlight
- Armored Crew Compartment

## Special Rules:

- Scout
- Infiltrate
- Desert Scorpion

**Desert Scorpion:** Sayid was a master of stealth. He led his vanguard from a highly modified sentinel called "the Scorpion". As long as the Scorpion is their closest target, an enemy unit must make a Night Fight check to fire upon him. When outflanking, Sayid always enters from the short board edge of his choice.

**Squadron:** He may join a Tallarn sentinel squadron and counts as a member of the squadron. As long as Sayid is alive, the entire squadron gains the Desert Scorpion ability.

# Hive-Marshal Stanislaw

**COST: 90 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Stanislaw	4	4	3	3	3	4	3	10	4+

A Steel Legion army may include Stanislaw. If you decide to take him, he counts as one of the army's HQ choices. The army must still include a Command Platoon as normal, although Stanislaw is the army's leader being the Senior Officer on the field.

**"Do not lament my soldiers who have fallen.**

**Thank the Emperor that such men lived."**

-Hive-Marshal Stanislaw; Armageddon Steel Legion



## Unit Type:

- Infantry

## Number/Squad:

- 1

## Wargear:

- Plasma pistol
- Power fist
- Carapace armor
- Refractor field
- Legion of Honor

## Special Rules

- Independent Character
- Leadership
- Preferred enemy (Orks)
- Armored Assault

**Armored Assault:** Stanislaw drilled his men relentlessly for high-risk, point blank assaults. His armored thrusts were famous for their ability to crack open enemy lines where others would falter under the weight of enemy fire. Models voluntarily disembarking from friendly Steel Legion chimeras may launch an assault on the turn they do so.



# Warlord Arminius

**COST: 110 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Arminius	5	4	3	3	3	4	3	10	-

A Kanak army may include Arminius as one of the army's HQ choices. The army must still include a Command Platoon as normal, although Arminius is the army's leader being the Senior Officer on the field.

**"It's mercy, compassion, and forgiveness I lack  
-- not rationality."**

-Warlord Arminius; Kanak Skull Takers



## Unit Type:

- Infantry

## Number/Squad:

- 1

## Wargear:

- Master-crafted power weapon
- Storm shield
- Companion of Solar
- Legion of Honor

## Special Rules

- Independent Character
- Leadership
- *Bloodpact*

**Bloodpact:** Ancient legends tell that Arminius' ancestors made a pact with the Emperor when the Savior of Mankind still walked as a man. The bloodpact is said to make those of the purest bloodlines invincible in battle. Under Arminius' command, Kanak Skulltakers dedicate those slain to the Emperor and gain unearthly powers from their ancient bargain with the Emperor.

Whilst Arminius is on the table, keep track of each casualty caused by Kanak Skulltakers in close combat, anywhere on the table. At the start of each of your turns, consult the table below to determine the effect of the bloodpact. From the beginning of that turn, and as long as Arminius is on the table, these cumulative bonuses affect all Kanak Skulltakers (including Arminius).

0-4	None
5-8	Preferred Enemy (all)
9-13	Fleet and Furious Charge
14+	Rending

## The Pacificar

Warlord Arminius hailed from the feral world of Kanak. He was among the youngest of the Senior Staff during the Macharian Crusade. Initially dismissed as a simple-minded savage by his peers, Macharius saw the spark of greatness within the young warrior.

His first battlefield encounters at Hought were bloody affairs, but Arminius was cunning and a quick study. As the campaign progressed his Skulltakers partook in some of the fiercest fighting, even donning zero-gee suits for boarding actions against Il-Kaithe vessels during the Garden Raids campaign. On Brightwater he was to finally earn his peers respect and proved the Lord Solar correct as his men crushed an Aspect Warrior force massing to strike against General Lysander's command headquarters

In many ways he was a virtual son to Macharius and was overcome with grief on his death. Upon his return home to Kanak, Arminius was hailed as his world's great *Sky-Slayer*, and proclaimed king. In his old age, he penned the epic poem *Pacificar* lionizing the Lord Solar and the Macharian Crusade. It is considered by Imperial academics to be one of the 41st Millennium's greatest pieces of literature.



# FIFTH ARMY GROUP

## "Gauntlets of Crassus"

The Lord Macharius personally selected General Crassus to lead the Fifth Army Group. They were to travel the furthest from the Lord Solar's route and Crassus had a long history of operating deep in unexplored space waging war against xenos empires.

Macharius' trust was well placed as Crassus' Fifth Army traveled the second furthest of the Crusade, just behind General Sejanus' Second Army. Crassus also explored into the Halo Stars beyond the limit of the Astronomican. His Fifth Army's famous actions included the war against the Orks of Calverna and the lengthy battle versus Kabalite Eldar on Aver and beyond.



### ARMY NOTES

#### CADIAN SHOCK TROOPS

- Grenadiers
- Sanctioned psykers
- Special weapon squads
- Stormtrooper squads
- Iron discipline
- Sharpshooters
- Conscripts platoons

#### Preferred Weapons:

- Autocannon
- Grenade launcher

#### HARAKONI WARHAWKS

- Drop troops
- Stormtroopers
- Carapace armor
- Special weapon Squads
- Heavy weapon platoons

#### Preferred Weapons:

- Heavy bolter
- Plasma gun

#### PRAETORIA GUARD

- Iron discipline
- Diehards (p.29)
- Close order drill
- Stormtroopers
- Rough Riders
- Light horse (p.29)

#### Preferred Weapons:

- Heavy bolter
- Meltagun

#### CADIAN ARMORED CORPS

- Go Down Fighting (p.31)

#### PRAETORIAN ARMORED CORPS

- Disciplined Crew (p.31)

#### LEGIO METALLICA

- 2 Warhounds

### Order of Battle

#### REGIMENTS

Cadian Shock Troops	46 Divisions (6 armored)
Harakoni Warhawks	15 Divisions
Praetorian Guard	12 Divisions (2 armored)

#### FLEET ASSETS

#### FLAGSHIP

Indomitable	Emperor Class Battleship
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#### BATTLEFLEET CRASSUS

3 Battleships
6 Cruiser Squadrons
11 Escort Squadrons

#### SUPPORT UNITS

#### ADEPTUS MECHANICUS

Legio Metallica	2 Warhounds
Skitarii	1 Regiment

#### ADEPTA SORORITAS

Order of the Ebon Chalice	1 Preceptory
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Cadian (left)

Harakoni (middle)

Praetorian (right)





# General Augustus Crassus

**COST: 130 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Crassus	4(5)	4	3(4)	3	3	4(5)	3	10	4+



Any 5th Army Group army may include Crassus. If you decide to take him, he counts as one of the army's HQ choices. The army must still include a Command Platoon as normal, although Crassus is the army's leader being the Senior Officer on the field.

"Not only strike while the iron is hot, but make it hot by striking."

-General Crassus; Fifth Army

**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Master-crafted plasma pistol
- Carapace armor
- Refractor field
- Distinguished Service Cross
- Gallantry Medallion
- *Gauntlets of Madness*

**Special Rules**

- Independent Character
- Leadership
- *Xenos-slayer*

**Gauntlets of Madness:** This pair of intricate gauntlets are power weapons set with glowing Eldar waystones. The wearer receives a +1WS, +1S and +1I. Wounds inflicted by the Gauntlets of Madness cause Instant Death.

**Xenos Slayer:** Any Imperial Guard infantry squads within 18" of Crassus gain Preferred Enemy against Orks, Tyranids, Eldar and Dark Eldar.

## The Gauntlets of Madness

General Augustus Crassus was the most experienced xenos fighter of the Macharian Crusade. For decades he had cut his teeth pushing back aliens in the far reaches of the Ultima Segmentum and the Segmentum Obscurus.

Wherever an unexpected xenos threat was faced, Crassus' wisdom and insight was the first sought out.

His most famed possession were the Gauntlets of Madness. This pair of power gauntlets had been crafted over his career with the assistance of the Mechanicus and members of the Ordo Xenos. They incorporated a ring of glowing Eldar gemstones Crassus had collected from conquered foes and howled with a nightmarish voice when swung in combat.

On the world of Aver, the Cabal of the Rubied Blade broke free of Crassus' 5th Army and escaped. Major-General Elohir hunted them down and captured Archon Vectux, presenting him to Crassus as a war prize. The wizened xenos-fighter ordered his execution and attended, wearing his prized gauntlets. As Vectux died, the gauntlets flared with energy, becoming more powerful than ever before. Even today, they are among the most feared and loathed of all Imperial weapons by the Eldar race. They are a priceless relic of Cadia and are presented by the Lord Castellan to high ranking Generals upon their embarkation on Eldar campaigns.



# Major-General Elohir

**COST: 120 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Elohir	4	4	3	3	3	4	3	10	4+

A Cadian army may include Elohir. If you decide to take him, he counts as one of the army's HQ choices. The army must still include a Command Platoon as normal, although Elohir is the army's leader being the Senior Officer on the field.

**"If you kill enough of em, they stop fighting!"**

-Brigadier-General Elohir; Cadian Shock Troops



**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Laspistol
- Master-crafted power weapon
- Carapace armor
- Refractor field
- Gallantry Medallion

**Special Rules**

- Independent Character
- Leadership
- *Bloodhound*

**Bloodhound:** Elohir was famed for his ability to sniff out hidden enemies and turn the tables on would-be ambushers. Roll a D6 per enemy infiltrating unit and on a 4+, they lose their ability to infiltrate. Units affected by this ability must deploy as normal units of the army. Roll a D6 per enemy outflanking unit and on a 4+, they lose their ability to outflank and must be deployed as normal reserves.

# Sky-Marshall Timovich

**COST: 110 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Timovich	4	4	3	3	3	4	3	10	4+

A Harakoni army may include Timovich. If you decide to take him, he counts as one of the army's HQ choices. The army must still include a Command Platoon as normal, although Timovich is the army's leader being the Senior Officer on the field.

**"Orks. As animals they fight, and as animals they will be butchered."**

Sky-Marshall Timovich; Harakoni Warhawks



**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Plasma pistol
- Power weapon
- Carapace armor
- Golden Sword
- Distinguished Service Cross

**Special Rules**

- Independent Character
- Leadership
- Deep Strike
- *HALO Drops*

**HALO Drops:** Timovich trained his elite cadre in High-Altitude-Low-Opening grav chute drops, giving his foes little time to resist his operations. Harakoni deep striking units may assault the turn they arrive. This ability may not be used if there is an Independent Character (except Sky-Marshall Timovich) attached to the unit.

# Colonel Ackland

**COST: 110 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Ackland	4	4	3	3	3	4	3	10	4+

A Praetorian Guard army may include Ackland. If you decide to take him, he counts as one of the army's HQ choices. The army must still include a Command Platoon as normal, although Ackland is the army's leader being the Senior Officer on the field.

"He who stays on the defensive does not make war, he endures it."

-Colonel Ackland; Praetorian Guard



## Unit Type:

- Cavalry

## Number/Squad:

- 1

## Wargear:

- Laspistol
- Carapace armor
- Refractor field
- Legion of Honor
- Gallantry Medallion
- Silverbolt

## Special Rules

- Independent Character
- Leadership
- Stubborn
- *Lightning Charge*
- *Raider*

**Silverbolt:** This ornate Praetorian powerlance acts as a Rough Rider hunting lance during all rounds of close combat, not only the first.

**Lightning Charge:** Colonel Ackland's ferocious charges were legendary for their speed and power. All models in Ackland's add +1 to their Attacks on the turn they charge.

**Raider:** Colonel Ackland and any attached Rough Rider squad using the outflank ability, may choose to automatically pass or fail their Reserves roll (effectively choosing the turn they enter play).



## The Charge of Cold River

During the climax of the fighting on Aver, Kabalite Eldar forces had been isolated and pinned down. The Praetorian Guard under Colonel Ackland were ordered to assault into the Eldar ground-based infantry forces at Cold River in a diversionary attack. They were to buy time for Elohir's Cadians to get their artillery into position and shatter the infamous Cabal of the Rubied Blade once and for all.

Riding with over 1,500 Rough Rider cavalry, Colonel Ackland's charge was beaten back by blistering dark lance fire time and time again. He had no less than six horses shot out from under him, but each time would rally his survivors and order yet another charge. With a desperate, ragged force of just above 300 remaining, Ackland made it to the Dark Eldar lines and scattered their position on the seventeenth and final charge.

The Lord Solar, by chance, was in theater and witnessed the battle. He personally granted Colonel Ackland a field promotion to Brigadier-General and awarded him the Imperialis First Class with Diamond Clusters, the highest honor the Imperium can grant for gallantry in the face of the enemy. Macharius would later say that never in all his years had he witnessed such selfless bravery as that displayed by the Praetorian Rough Riders of the Seventeenth Charge of Cold River.

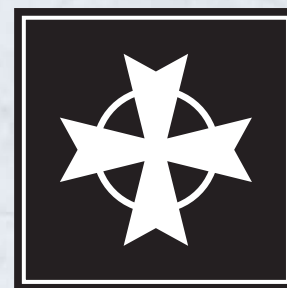


# SIXTH ARMY GROUP

## "Hard Luck Sixth"

The Lord Macharius was forced to select Commandant Arrian to lead the Sixth Army after the loss of the *Catachan's Fang* en route to Macharia. The army was to travel the least distance and suffer the heaviest casualties of the Crusade. Arrian's slow progress was a constant source of irritation for the Lord Solar, and he had to make adjustments from his own First Army to make up the lost ground.

The hallmark battle of the Sixth Army was the backbreaking three year Siege of Thoth. This hidden enclave of Chaos was destroyed but the price in blood was astronomical, in the end claiming Commandant-General Arrian himself.



### ARMY NOTES

#### CATACHAN JUNGLE FIGHTERS

- Veterans
- Jungle fighters
- Hardened fighters
- Special weapon squads
- Ogryns

#### Preferred Weapons:

- Heavy bolter
- Flamer

#### METHALOR PENAL AUXILLIA

- Veterans
- Ratling squads
- Priests
- Independent commissars
- Hardened fighters
- Penal troops (p.28)

#### Preferred Weapons:

- Heavy bolter
- Flamer

#### TERRAX GUARD ARMORED KORPS

- Self Destruct (p.31)

#### CATACHAN ARMORED CORPS

- Ambush (p.31)



Catachan (left)

Methalor (middle)

Terrax (right)



### Order of Battle

#### REGIMENTS

Catachan Jungle Fighters	39 Divisions (3 armored)
Methalor Penal Auxillia	18 Divisions
Terrax Guard Armored Corps	9 Divisions (armored)

#### FLEET ASSETS

##### FLAGSHIP

Justice of Faith	Retribution Class Battleship
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##### BATTLEFLEET ARRIAN

1 Battleships
5 Cruiser Squadrons
18 Escort Squadrons

#### SUPPORT UNITS

##### ADEPTUS MECHANICUS

Legio Metallica	2 Warhounds
Skitarii	1 Regiment

##### ADEPTA SORORITAS

4 Preceptories
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# Commandant General Tyrell Arrian

**COST: 130 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Arrian	4	4	3	3	3	4	3	9	4+

Any Sixth Army Group army may include Arrian as one of the army's HQ choices. The army must still include a Command Platoon as normal, although Arrian is the army's leader being the Senior Officer on the field.

**"An army of simpletons, thieves and goaders fears its warden more than the enemy."**

-Commandant General Arrian; Acting commander-Sixth Army

**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Master-crafted plasma pistol
- Master-crafted power weapon
- Carapace armor
- Refractor field
- Legion of Honor

**Special Rules**

- Independent Character
- *Cold Blooded*
- *Arrogant*



**Cold Blooded:** Any friendly Imperial Guard unit within 12" of Arrian MAY fire into close combat. Roll a D6 for each hit. On a 4+ the hit is applied to the enemy unit. Otherwise apply the hit to a friendly unit. If more than two player's units are in the close combat, randomize the hits between the available units. Once resolved, the owning player applies any resulting wounds normally.

**Arrogant:** Arrian was arrogant in the extreme, often trading valuable troops and tactical advantage in the pursuit of glory. In standard games, you must always deploy first (even if your opponent chooses to go first).

## A General Falls

If Commandant General Tyrell Arrian was anything it was consistent. Decades of duty as Methalor's Chief Warden had sculpted a figure both callously cruel and vain-glorious in equal measure. He came from a noble family and despised his posting, considering it a waste of high-born talent. Throughout the Crusade, if there was glory to be had, Arrian would be first to claim it. And just as quickly, he shifted blame for battlefield failures.

On the bloody fields of Christos, he admonished Terrax's Monash for "failing to uphold the dignity of the Commissariat" when Arrian unleashed his penal legions freely into a civilian population. On Palus Olidus, he famously arrived from the rear lines at the end of the Kariyapa's brilliant jungle conquest to ceremoniously place his rapier across the severed head of the world's grub-mother. The Catachan regiments were mentioned only in passing in his official reports to the Lord Solar. As for Colonel Savoy and his Methalor Penal Regiments, they suffered a 264 percent casualty rate over the Crusade, being resupplied monthly via the *Methalor Express*.

On Thoth, General Arrian met his end. He had the distinction of being the only army leader to fall during the Crusade. At the climax of the battle for the daemonic capital of Thoth, Arrian ordered a final charge on the warp-rift which sustained the empire. He accompanied a hardened core of Catachans led by Kariyapa and fought his way through, losing all his bodyguards and ministorum entourage in the process. Shaking with fatigue, Arrian planted the Aquila atop the shattered portal, glancing at the nearby Catachans and slumped to the ground.

Kariyapa carried Arrian's fevered body from the site. He lapsed into a seven-day coma and died. An autopsy by the Catachan Chief Surgeon determined the cause of death to be a virulent Thoth poison delivered via a tiny barb located in Arrian's neck. It was officially ruled a death by enemy action.



# Lt. General Kariyapa

**COST: 100 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Kariyapa	5	4	3	3	3	4	3	10	6+

A Catachan army may include Kariyapa. If you decide to take him, he counts as one of the army's HQ choices. The army must still include a Command Platoon as normal, although Kariyapa is the army's leader being the Senior Officer on the field.

**"On Thoth, we are all penal troops."**

-Lt. General Kariyapa; Catachan Jungle Fighters



**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Autopistol
- Power weapon
- Refractor field
- Companion of Solar
- Deathworld Toxins

**Special Rules**

- Independent Character
- Leadership
- Jungle-fighter
- Master of Stealth

**Deathworld Toxins:** Kariyapa was known for his use of deathworld poison on his blades and ammunition. All of his attacks (shooting and close combat) count as poison attacks, wounding on a 4+.

**Master of Stealth:** An army led by Kariyapa may always place the first unit of infiltrators (instead of rolling). Friendly Catachan units using the outflank ability may arrive on the board edge of your choice on a roll of 5+ (including long board edges).

# Penal-Colonel Savoy

**COST: 90 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Savoy	4	4	3	3	3	4	3	10	5+

A Methalor army may include Savoy as one of the army's HQ choices. The army must still include a Command Platoon as normal, although Savoy is the army's leader being the Senior Officer on the field.

**"Daemons? Let them come. The condemned fear only the lash."**

-Penal-Colonel Savoy; Methalor Penal Auxillia



**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Bolt pistol
- Shotgun w/manstopper rounds
- Gallantry Medallion
- Methalor Surprise

**Special Rules**

- Independent Character
- Leadership
- I Know This Guy...

**Methalor Surprise:** This cruel weapon is a single-handed power weapon. Savoy may, instead of making his normal attacks, make one attack at Initiative 8 that automatically hits an enemy model in base contact (any model of his choice). This power weapon attack wounds on a 4+ and causes Instant Death (Invulnerable saves apply normally).

**"I Know This Guy...":** An army led by Savoy may purchase 4-20 Last Chancers (see Codex: Imperial Guard). All standard Last Chancer rules apply except Harsh Discipline and Psyker upgrades are not allowed. Shaeffer and Kage are not available.

# Colonel-Commissar Monash

**COST: COMPANY COMMAND TANK +40 POINTS**

A Terrax Guard Armored Company may include Monash. If you decide to take him, he counts as an upgrade to the Company Command Tank.

"Staring down the barrel of an autocannon strengthens the will considerably."

-Colonel-Commissar Monash; Terrax Guard



**Special Rules:**

- Tank Hunters
- Not One Step Back

**Not One Step Back:** Monash and his well disciplined crew have a fearful reputation for exercising his Commissar's duties through the barrels of his tank. Once per turn, Monash may move a single Glancing or Penetrating hit to a friendly tank within 6". This must be done before rolling on the vehicle damage chart.

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## The Fox and the Hound

Penal Colonel Savoy was condemned to Methalor for refusing a direct order from his commanding officer. He ignored a command to sacrifice two of his regiments to buy time for a young, politically connected officer to escape a battlefield to safety. Colonel-Commissar Monash of the Terrax Guard was granted command of his Schola Progenium mechanized forces due to his unflinching loyalty and dedication to Imperial dogma.

In Arrian's Sixth Army the two grew into the Crusade's most unlikely comrades. While disgusted by Savoy's record Monash did not doubt his obvious love for his penal troopers and his effective battlefield command. For his part, Savoy discovered that the Colonel-Commissar was just, and respected bravery and valor where he saw it.

Under the oppressive thumb of Commandant-General Arrian the two men shared a bond of respect along with Catachan General Kariyapa. These three leaders came to despise the vindictive loss of life they were forced to endure. At the climax of the campaign on Thoth, it was Monash who curiously ordered his commissars to form a cordon around Arrian's final assault, keeping Savoy and his men away from the final events which were to unfold.

Macharian Scholars have noted that Saint Arrian's grave marker bears a tiny piece of Crusade-era graffiti. Directly below the Commandant General's date of death are inscribed the initials: K-S-M.

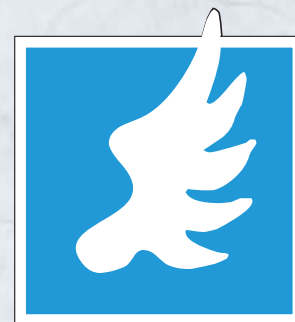


# SEVENTH ARMY GROUP

## "Fire and Ice"

The Lord Macharius recruited General Cyrus of Valhalla to lead the Seventh Army Group. The army was composed of a large contingent of these stoic, icy warriors, backed up with a mixture of Catachan Jungle Fighters and St. Josmane's Hope Jackals. Cyrus was an experienced Ork hunter and the initial Imperial Navy survey indicated a strong possibility of a greenskin empire in his designated southern front.

Cyrus' Seventh Army bore the brunt of the fighting against the Orks of Calverna and destroyed them in a lengthy campaign alongside the Crimson Guard. His second most famed conquest was the Ork world of Jucha which fell to his Jackal forces.



### ARMY NOTES

#### VALHALLAN ICE WARRIORS

- Priests
- Conscript platoons
- Xeno-fighters (Orks)
- Close order drill
- Veterans
- Heavy weapon platoons

#### Preferred Weapons:

- Mortar
- Flamer

#### St. JOSMANE'S HOPE JACKALS

- Conscript platoons
- Ogryn squads
- Chem-inhalers
- Light infantry
- Penal troops (p.28)

#### Preferred Weapons:

- Heavy bolter
- Flamer

#### CATACHAN JUNGLE FIGHTERS

- Veterans
- Jungle fighters
- Hardened fighters
- Special weapon squads
- Ogryns

#### Preferred Weapons:

- Heavy bolter
- Flamer

#### VALHALLAN ARMORED CORPS

- Better Lucky than Good (p.31)

#### LEGIO METALLICA

- 2 Warhounds



Valhallan (left)

Catachan (middle)

Jackal (right)



### Order of Battle

#### REGIMENTS

Valhallan Ice Warriors	50 Divisions (6 armored)
Catachan Jungle Fighters	11 Divisions
St.. Josmane's Hope Jackals	9 Divisions

#### FLEET ASSETS

##### FLAGSHIP

Fochammer	Emperor Class Battleship
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##### BATTLEFLEET CYRUS

5 Battleships
8 Cruiser Squadrons
5 Escort Squadrons

#### SUPPORT UNITS

##### ADEPTUS MECHANICUS

Legio Metallica	2 Warhounds
Skitarii	1 Regiment

##### ADEPTA SORORITAS

Order of the Ebon Chalice	2 Preceptories
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# General Vasili Cyrus

**COST: 120 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Cyrus	4	4	3	3	3	4	3	10	4+



Any Seventh Army Group army may include Cyrus. If you decide to take him, he counts as one of the army's HQ choices. The army must still include a Command Platoon as normal, although Cyrus is the army's leader being the Senior Officer on the field.

"If we come to a minefield, our infantry attacks exactly as if it were not there."

-General Cyrus; Seventh Army Group

**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Las pistol
- Thunder hammer
- Carapace armor
- Refractor field
- Silver Solar

**Special Rules**

- Independent Character
- Leadership
- Preferred Enemy (Orks)
- God of War

**God of War:** Cyrus was a believer in the power of massed artillery, used simply against the enemy. An army led by Cyrus replaces basilisks with "Vasili Basilisks" as Heavy Support choices. Each of these units is a 110pt, BS:2 Basilisk whose earthshaker cannon is an Ordnance:2 weapon. These basilisks may NOT have any vehicle upgrades, including Indirect Fire.

## The Fall of the Arch-Maniac

The bloody conquest of Callistos marked the end of the Arch-Maniac of Calverna and Waaagh Kaboom. Led by the masterful strategies of Macharius and aided by the remnants of the Crimson Guard, General Cyrus' Seventh Army bore the brunt of the fighting. Even with a brilliant battle plan, the Orks of Calverna did not go easily.

After a four-month campaign, Cyrus had captured most of Callistos, overrun the Ork's primary explosive ore mines, and isolated the Arch-Maniac to a single mountainous holdout. General Arango's Catachans scouted the rugged terrain, and drew the Orks out into a series of running skirmishes which exposed their positions.

Once their location was known, Cyrus "brought up the guns" and began a direct and brutal campaign of annihilation against the Arch-Maniac's forces. Entire companies of basilisks were driven into position and tore into the Ork positions, firing over fixed sights. Ork counterattacks were absorbed by Valhallan conscript defensive lines at high cost. In time, the simple laws of attrition and constant artillery bombardment cracked the Orks lines and exposed the Arch-Maniac himself.

As the Lord Solar and Cyrus plotted their final checkmate move, the Crimson Guard's Master Kree would wait no longer. He launched a terminator assault on his great enemy, alongside his Chapter's last dozen veterans.

In a matter of minutes, a roaring fire engulfed the Arch-Maniac's keep, a funeral pyre to both the Arch-Maniac and Master Kree.



# Marshal Kulilev

**COST: 100 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Kulilev	4	4	3	3	3	4	3	10	5+

A Valhallan army may include Kulilev. If you decide to take him, he counts as one of the army's HQ choices. The army must still include a Command Platoon as normal, although Kulilev is the army's leader being the Senior Officer on the field.

**"In the Valhallan Army it takes more courage to retreat than to advance."**

-Marshal Kulilev; Valhallan Ice Warriors

**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Master-crafted plasma pistol
- Power weapon
- Legion of Honor
- Gallantry Medallion

**Special Rules**

- Independent Character
- Leadership
- Preferred Enemy (Orks)
- *Quality of Quantity*



**Quality of Quantity:** Kulilev may select up to two conscript platoons for every infantry platoon in his army. Any conscript platoon in an army led by Kulilev may substitute their squad size for Leadership value. If the conscript platoon has 11 or more models, it has the Fearless special rule.

# Brigadier General "Dutch" Arango

**COST: 100 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Arango	5	4	3	3(4)	3	4	3	10	6+

A Catachan army may include Arango as one of the army's HQ choices. The army must still include a Command Platoon as normal, although Arango is the army's leader being the Senior Officer on the field.

**"Remember when I said I'd kill you last? I lied."**

-Brig. General Arango; Catachan Jungle Fighters

**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Heavy flamer
- Power fist
- Meltabombs
- Golden Sword

**Special Rules**

- Independent Character
- Leadership
- Jungle-fighter
- Preferred Enemy (all)
- *Burninator*
- *Tough As Nails*



**Burninator:** Arango was famed for his fondness of flamers. His heavy flamer (and any template weapons in his squad) count as twin-linked.

**Tough As Nails:** A veteran of numerous campaigns against some of the galaxy's strongest predators, Arango was known for his incredible physique. He has +1 Toughness.

# Chem-Lord Maharana

**COST: 100 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Maharana	4	4	3	3	2	4(5)	3	9	-

A Jackal's army may include Maharana as one of the army's HQ choices. The army must still include a Command Platoon as normal.

"Crush this citadel by dawn, and take within what is rightfully yours!"

Chem-Lord Maharana; St.. Josmane's Hope Jackals

**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Shuriken pistol
- Power weapon
- Distinguished Service Cross
- Rosarius
- Stim inhaler

**Special Rules:**

- Independent Character
- Infiltrate
- Leadership
- Smooth Operator
- Slippery



**Stim Inhaler:** Maharana has modified his standard issue Chem Inhaler to supply him with a cocktail of stimulants. This "enhancement" gives him +1 bonus to his Initiative, but at a steep cost to his physical and mental health.

**Smooth Operator:** Maharana was known for his amazing dexterity and ability to "liberate" items of worth from their previous owners. If in base contact with an enemy Independent Character, Maharana may select a single piece of equipment, weaponry or wargear. The enemy character loses the item's effects for the remainder of the game. This power may not be used on any item which confers an armor save.

**Slippery:** Preternaturally fast, Maharana has the Hit and Run ability and may always use this ability to escape a close combat. If the squad he leads does not have the ability, it is left engaged with the enemy while he makes his escape.

## The Prince of Thieves

Chem-Lord Maharana was perhaps the most colorful member of the Macharian Crusade's general staff. His regiments were known for their "unique logistics chain" and their general was no different. Maharana led his forces not from a standard issue Leviathan command vehicle but instead from the *Loki*, a colossal tracked locomotive salvaged from a long dead abhuman world near the galactic core. His personal chambers were literally filled with relics and equipment from the length and breadth of the galaxy.

Maharana's most infamous conquest occurred during the invasion of Jucha. This world was ruled by a holdout enclave of the Orks of Calverna, who were centered in "*Da Toof of Mork*", its capital hive. Time after time, Arango's Catachans and Kulilev's Valhallans broke like water against its greenskin defenders. With an ever more irritated General Cyrus pushing for a quick victory, Maharana cut a deal. He promised to take the hive within a week, in exchange for a full pardon for his forces. Cyrus agreed and en masse the Jackals struck at the hive. With promises of the unmatched wealth contained within, looted from the planet's original rulers, the St. Josmane's Hope regiments pressed on, stopping only to strip items of value from their fallen comrades.

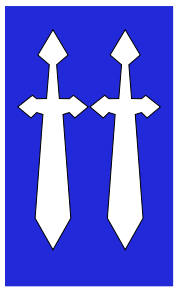
In three days time, the principal fighting was over. The hive's lower levels were overrun by Jackals and Maharana had captured the luxurious upper spires in a lightning raid carried out by a squadron of Jackal Valkyries. With nowhere to run and surrounded on both sides, the hive's slaves cried out for mercy. With time running short and thousands of slave workers mixed in amongst the Orks, Maharana offered his own solution for quick victory.

*"Kill them all, the Emperor will know his own."*



# ROGUE TRADER FLEETS

## "754th & 1309th Expeditions"



The Macharian Crusade was accompanied by several Rogue Trader Fleets who initially followed in the wake of the Lord Solar's First Army. The largest and most famed of these were the 754th and 1309th Expeditions. After the events of Joura these two Rogue Trader and their fleets broke off from Battlefleet Solar and explored into the unknown area between the Central and Southern Fronts.

They are most remembered for the 754th's circumnavigation of the Perdian Expanse, and the mysterious disappearance of the 1309th near the Halo Stars.



### The Bloody 754th

The 754th Expedition operated under a Hereditary License dating back over two millennia. Rogue Trader Ichabod Thrift operated from his flagship *The Surprise*, which had been in his family for generations.

After the grueling battle of Joura, Thrift took the 754th Expedition into open space to the galactic south of Macharius' First Army.

With the grinding siege of Thoth stopping the advance of Arrian's Sixth Army, Thrift circumnavigated the western boundary of the Perdian Expanse, trading with no less than 12 newly discovered worlds. The 754th earned a bloody piratical reputation for falling on Chaos raiding parties fleeing the carnage of the Thoth warzone.



TYPICAL ROGUE TRADER

### Order of Battle

#### EXPEDITION MILITARY PERSONNEL

Attached Guardsmen	2-4 Regiments
Ordo Xenos Kill Teams	2-3 Squads
Pledged Marines	1-2 Companies
OR	
Pledged Sororitas	2-3 Companies

#### FLEET ASSETS

##### FLAGSHIP

Surprise (754th)  
Flying Duchess (1309th)

Rogue Trader Cruiser  
Rogue Trader Cruiser

##### ROGUE TRADER FLEET

3-5 Escort Squadrons  
20-30 Bulk Freighters

# Rogue Trader Ichabod Thrift

**COST: 120 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Thrift	5	5	3	3	3	4(6)	3	10	4+

A Rogue Trader army may include Thrift as the army's mandatory Rogue Trader HQ choice. The army may not include a second Rogue Trader, but all other Rogue Trader Army options are available.



"What difference is there between the Ministorum and the Inquisition? One deceives the masses with *truth*, the other with lies.

-Rogue Trader Ichabod Thrift, 754th Expedition

**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Master-crafted plasma pistol
- Power weapon
- Carapace armor
- Frag and krak Grenades
- Refractor field

**Special Rules**

- Independent Character
- Retinue
- Fearless
- *Bloody 754th*
- *Nara*

**Bloody 754th:** Thrift was an opportunistic hunter of the damned. Thrift's army always choose to go first or second against Chaos Daemons. All units in his army have Preferred Enemy (Chaos Space Marines and Chaos Daemons).

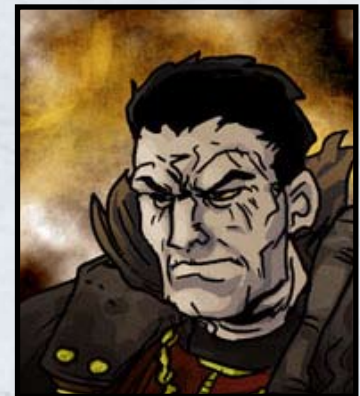
**Nara:** Thrift's retinue must include Nara, a powerful astropath; she never leaves his side. Nara has all of the abilities and attributes of a Mystic henchman (see Codex Daemonhunters) but has two Wounds, Initiative 6, a 4+ save and is armed with a Null Rod. As long as she is alive to predict the actions of his enemies, Thrift has an Initiative of 6.

# Rogue Trader Matteas Wolf

**COST: 110 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Wolf	5	4	3	3	4	4	3	10	3+

A Rogue Trader army may include Wolf as the army's mandatory Rogue Trader HQ choice. The army may not include another Rogue Trader, but all other Rogue Trader Army options are available.



"Happiness is a fast ship, a good gun and a wife at every port."

-Rogue Trader Matteas Wolf, 1309th Expedition

**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Inferno pistol
- Scorpion's claw
- Power armor
- Refractor field
- *Sextant Pacificus*

**Special Rules**

- Independent Character
- Retinue
- Fearless
- *Xenos Contacts*

**Sextant Pacificus:** This ornate xenos artifact drew Wolf ever westward, granting him riches and an unknown fate. In any mission where objectives are placed, Wolf may place all of them within mission parameters.

**Xenos Contacts:** Wolf's army may not contain Astartes, Sororitas, or Deathwatch units. He may select Dark Eldar Warriors and Ork Boyz as elite choices and Dark Eldar Scourges and Ork Lootas as heavy support choices.



# THE AURORA

## "Hammer of Roboutte"

The Aurora Chapter carved out a kingdom of complete stability and control during their millennia of isolation following the Age of Apostasy. In a tilted image of Ultramar, the Chapter set up perhaps the most extensive surveillance network in the Imperium to leverage their limited resources and keep the surrounding star systems in a protected enclave under their benevolent rule.

Threats which could not be destroyed were isolated and monitored. In time, as predicted, the Imperium renewed contact with the Aurora. They gladly reemerged as true heroes, greatly aiding the Macharian Crusade as it passed through their space.



### Order of Battle

#### COMPANIES

Terminator Company	65 Marines
Battle Companies	4 Companies
Tactical Companies	2 Companies
Assault Company	1 Companies
Devastator Company	1 Companies
Scout Company	85 Initiates

#### FLEET ASSETS

<b>FLAGSHIP</b>	
Hammer of Roboutte	Marine Battle Barge
<b>AURORA BATTLEFLEET</b>	
	8 Strike Cruisers
	13 Escort Squadrons

#### ARMORY

Land Raider	8
Predator	21
Vindicator	6
Whirlwind	14
Land Speeder	26
Rhino	50+



### CHAPTER SCHEME

## The Aurora Control Zone

The stated goal of the Aurora Chapter was "To Know All". To this end the Astartes seeded the "Aurora Control Zone" with tens of thousands of sensor auguries. Their scout company spent years on extended patrols and their battlefleet scoured the stars around the clock. The chapter made heavy use of civilian agents in the populated worlds surrounding Theris III and it was said that an apple didn't fall from a tree without Master Velatian knowing about it. What could have easily been subverted into the Imperium's most efficient police state was luckily operated under the noble hands of the "Hammer of Roboutte". Macharius was to note that alone in the Great Dark Sea, the Aurora had created a tranquil island of Imperial peace and harmony.

# Master Velatian

**COST: 150 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Velatian	5	5	4	4	3	5	4	10	2+

An Aurora army may include Master Velatian. If you decide to take him, he counts as one of the army's HQ choices.

**"Perfect control requires perfect knowledge."**

-Master Velatian, Aurora Chapter



**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Plasma pistol
- Master-crafted power weapon
- Artificer armor
- Frag and krak grenades
- Terminator honors
- Iron halo
- Cloak of Theris

**Special Rules**

- Independent Character
- Rites of Battle
- Infiltrate
- Total Knowledge

**Cloak of Theris:** This ornate mantle hides its wearer from prying eyes using an ancient shield generate maintained by the Aurora's Master of the Forge. The Cloak of Theris grants Velatuan (and attached squad) the Stealth ability.

**Total Knowledge:** Armed with the data from the Aurora Control Zone, Velatian strikes with perfect surprise. You may select up to three enemy units who must enter play via the reserves rule. No enemy units may outflank.

# Chief Librarian Sulaco

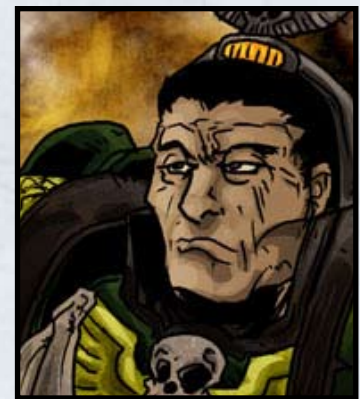
**COST: 135 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Sulaco	5	5	4	4	3	6	3	10	3+

An Aurora army may include Chief Librarian Sulaco. If you decide to take him, he counts as one of the army's HQ choices.

**"Vigilance is both our greatest gift and burden."**

-Chief Librarian Sulaco, Aurora Chapter



**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Bolt pistol
- Force staff
- Power armor
- Psychic hood
- Familiar (included above)
- Frag and krak grenades

**Special Rules**

- Independent Character
- Psychic
  - Veil of Time
  - Scry

**Scry:** This psychic power allows Sulaco to scan the minds of his enemies, passing the knowledge gained to Aurora forces who will be prepared for their actions. This power is used at the beginning of either Assault phase or his opponent's Shooting phase. If the psychic test is passed, select any single enemy unit within 36". This unit must re-roll all successful hits for the remainder of the phase. .



# CRIMSON GUARD

## "Axes of the Just"



The Crimson Guard were alone and isolated for millennia following the Age of Apostasy. They fought a generation war against the Orks of Calverna, neither gaining advantage on their enemy. Both sides were locked in a stalemate until the discovery of the explosive ore on Callistos. With his newly armed warmachine, the Arch-Maniac of Calverna decimated the Crimson Guard and scoured their home world. They became a shadow-Chapter of unhinged holdouts, turning to piracy and unsafe genetic experimentation to further their war of vengeance on their hated foe. Their war cast a dark shadow on the Southern Front of the Macharian Crusade.

### Order of Battle

#### COMPANIES

Terminator Company	20 Marines
Battle Companies	1 Company
Tactical Companies	75 Marines
Assault Company	65 Marines
Devastator Company	35 Marines
Scout Company	500+ Initiates

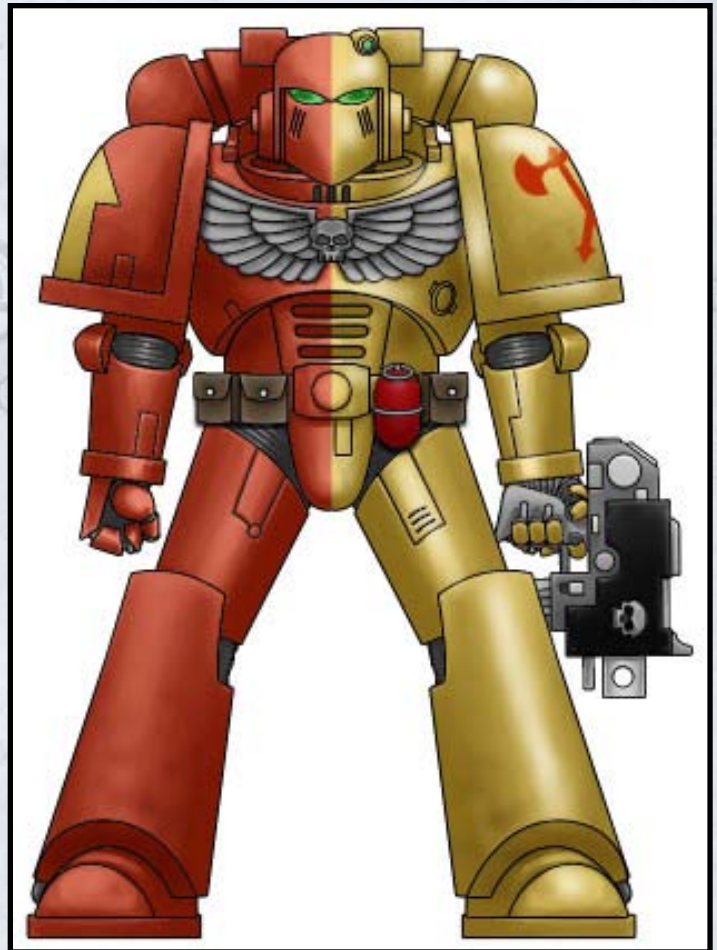
#### FLEET ASSETS

<b>FLAGSHIP</b>	
Crimson Holdfast	Marine Strike Cruiser

<b>CRIMSON GUARD FLEET</b>	5 Escort Squadrons
	15-20 Civilian Transports

#### ARMORY

Land Raider	3
Predator	11
Vindicator	2
Whirlwind	8
Land Speeder	5
Rhino	17



### CHAPTER SCHEME

### *The Crimson Holdfast*

As Cathas and its fleet was besieged and destroyed, Master Kree led the *Crimson Holdfast* and a handful of vessels on a daring set of raids through Calverna space. Unable to respond in time, they arrived at their home world to find only devastation. Kree, broken with grief, summoned the Chapter's Chief Apothecary and ordered a plan into action that would allow the Chapter to fight once more.

For the next ten years, the *Crimson Holdfast* led an Astartes pirate fleet which raided dozens of warrior cultures, kidnapping thousands of powerful youths into forced indoctrination and zygote implantation. Only a fraction survived, but enough to allow Kree to wage a renewed war of annihilation. The Macharian Crusade swept through this warzone and, alongside the unhinged Chapter, destroyed the Arch-Maniac. The *Crimson Holdfast* outlived Master Kree, serving the reformed Chapter to this day as a reminder of those desperate times.

- Chaplains are unavailable
- All Crimson Guard units gain *Preferred Enemy (Orks)* for free
- Elites, Fast Attack and Heavy Support are each 0-2 FOC choices

## Master Kree

**COST: 135 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Kree	5	5	4	4	3	5	4	10	2+

A Crimson Guard army may include Master Kree. If you decide to take him, he counts as one of the army's HQ choices.

"To the last I grapple with thee; for hate's sake I spit my last breath at thee."

-Last words of Master Kree; to the Arch-Maniac of Calverna

**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Terminator armor
- Storm shield
- Terminator honors
- Adamantium mantle
- *Hammer of Cathas*

**Special Rules**

- Independent Character
- Fearless
- Furious Charge
- Rites of Battle
- Preferred Enemy (Orks)
- Headhunter

**Hammer of Cathas:** This simple thunder hammer is fashioned from a fragment of the Fortress Monastery ruins on Cathas. In Master Kree's hands, it is an instrument of Divine Retribution. Against Orks it strikes in Initiative order.

**Head Hunter:** Kree is an evil totem to the Orks of Calverna, an unkillable spirit of death. When in close combat with Kree (or an attached unit), Orks never gain the +1A charging bonus and may not cause No Retreat wounds.



## Apothecary Lo Can

**COST: 125 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Lo Can	5	4	4	4	2	4	3	10	3+

A Crimson Guard army may include Lo Can. If you decide to take him, he counts as one of the army's HQ choices.

"Our zygote growth rates have been enhanced 230 percent. There are some side effects."

-Chief Apothecary Lo Can, on his accelerated zygote program

**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Bolt pistol
- Master-crafted power weapon
- Power armor
- Narcethium/reductor
- Frag and krak Grenades
- Iron halo

**Special Rules**

- Independent Character
- Furious Charge
- Preferred Enemy (Orks)
- *Unstable Zygotes*

**Unstable Zygotes:** Lo Can is constantly improving his accelerated zygote program and takes to the field to monitor his latest work in action. Roll a D6 for each Crimson Guard Holdfast unit in the army and apply the following result to the unit:

- 1-3: No effect
- 4: Fleet
- 5: Rending
- 6: Unit takes D6 wounds (saves as normal), remaining models gain Feel No Pain.

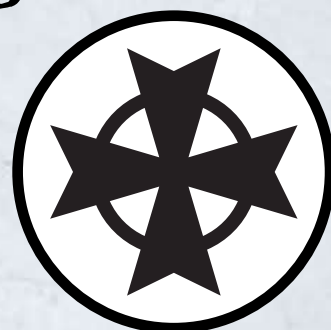




# BLACK TEMPLARS

## 745th Crusade Fleet

The Black Templars Space Marine Chapter played a pivotal role in the Macharian Crusade. The Lord Solar had requested Astartes support at the onset of the campaign and only the scattered Crusader Fleets could come to his aid on short notice. Master Thangdren led his battlefleet into the Macharian Crusade's Northern Front, bringing much needed assistance to the 2nd and 4th Armies who were tied down in a war of maneuver with the Eldar of Il-Kaithe Craftworld. The experience, fury and determination of the Black Templars broke the stalemate and opened the path for ultimate victory.



### Order of Battle

#### COMPANIES

Fighting Companies	3 Companies
Sword Brethren	75 Marines
Initiates	410 Marines
Neophytes	155 Marines

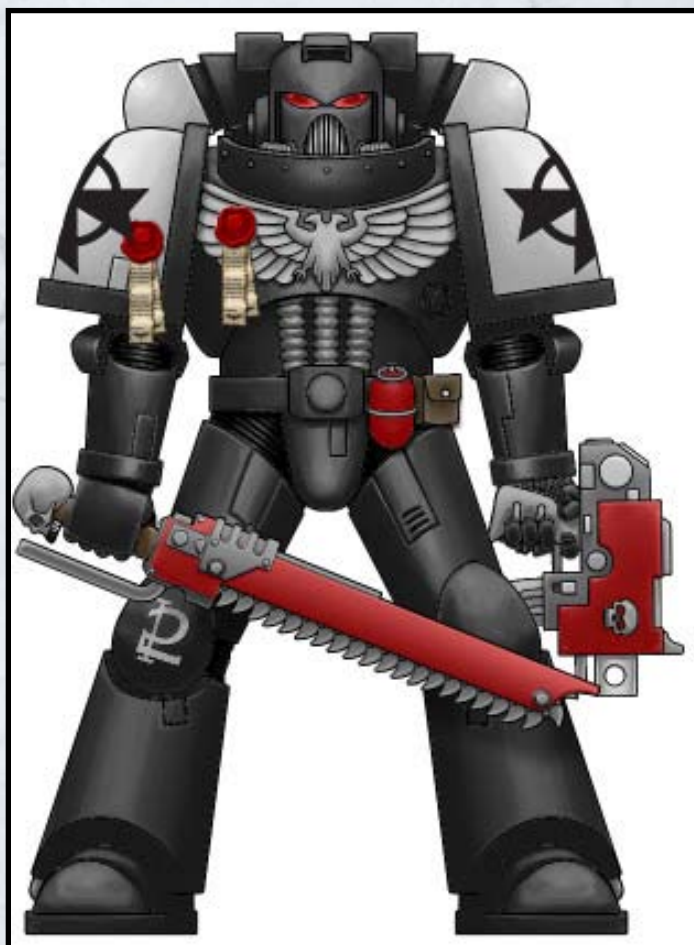
#### FLEET ASSETS

FLAGSHIP	
Sword of the Just	Marine Battle Barge

745th BATTLEFLEET	4 Strike Cruisers
	6 Escort Squadrons

#### ARMORY

Terminator Dreadnought Armor	50
Land Raider	5
Predator	15
Vindicator	5
Whirlwind	10
Land Speeder	20
Rhino	40+



### CHAPTER SCHEME

## The Doom of Convoy 429

The 745th Crusade Fleet arrived during the third year of the Macharian Crusade. Marshal Thangdren's Battlefleet punched into Il-Kaithe space in typical Black Templar fashion. A handful of Eldar outposts were put to the sword and supply citadels were established.

All seemed well for several weeks until one by one, the citadels went dark. Sensor ghosts began shadowing the battlefleet but the danger was realized too late. Striking just as the orders to consolidate the Crusade baggage convoys were issued, the *Blade of Asur* and her fellow raiders left fourteen transports as burning hulks, dead in space. A handful of Il-Kaithe vessels fell to Thangdren's *Sword of the Just*, but the raiding days of the 745th Crusade were finished.



# Marshal Thangdren

**COST: 155 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Thangdren	5	5	4	4	3	5	4	10	2+

A Black Templars army may include Thangdren. If you decide to take him, he counts as one of the army's HQ choices.

"The Crusader knows not loneliness; our companion is Duty."

-Marshal Thangdren; Black Templar's 745th Crusade

**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Master-crafted power weapon
- Bolt pistol
- Artificer armor
- Terminator honors
- Adamantium mantle
- Frag and krak grenades
- *Grimoire of Detestation*

**Special Rules**

- Independent Character
- Rites of Battle
- Furious Charge
- *Combined Arms*

**Grimoire of Detestation:** This ornate chapter artifact lists wrongs suffered at the hands of the unpious. Any friendly Black Templar unit within 6" of Thangdren may re-roll the result of a Righteous Zeal move, accepting the second result even if it is worse than the first.

**Combined Arms:** Any Black Templar army led by Marshal Thangdren may use Whirlwinds (from Codex: Space Marines) as Heavy Support choices.



# Champion Llong

**COST: 125 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Llong	6	4	4	4	2	5	3	10	2+

A Black Templars army may include Champion Llong. If you decide to take him, he replaces the army's Emperor's Champion (he must still select and pay for a Vow). As with the standard Emperor's Champion, Llong does not use up any HQ choices.

"My courage is a contradiction. I live for my Chapter but will die for my Emperor."

-Champion Llong; Black Templar's 745th Crusade

**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Black Sword
- Armor of Faith
- Terminator honors
- Crusader seals
- Holy orb of Antioch
- Frag and krak grenades
- Bolt pistol

**Special Rules**

- Vow (see Codex: BT)
- Independent Character
- *Slayer of Heroes*

**Slayer of Heroes:** Champion Llong follows the Slayer of Champions special rule (Codex: Black Templars), but may additionally challenge upgrade characters such as Veteran Sergeants, Exarchs and the like.





# REGIMENTS OF NOTE

## Minor Imperial Forces

### SLAVES OF SPARTACUS PRIMUS

- **Abhumans**
- **Slaves (WD 302)**
- *Carapace armor\**
- *Veterans\**
- *Special weapons squads\**

#### Preferred Weapons:

- **Heavy bolter**
- **Meltagun**

### ARCTURIAN AEROTROOPERS

- **Drop Troops**
- **Iron discipline**
- **Veterans**
- **Sanctioned psykers**
- **Special weapon squads**

#### Preferred Weapons:

- **Missile launcher**
- **Grenade launcher**

### 13th HELIOS

- **Abhumans**
- **Homo sapien variatas (WD 302)**
- **Chem-inhalers**
- **Ind. commissars**

#### Preferred Weapons:

- **Autocannon**
- **Flamer**

### REINECKE'S RAIDERS

- **Roughriders**
- **Light infantry**
- **Hardened fighters**
- **Iron discipline**
- **Veterans**

#### Preferred Weapons:

- **Flamer**
- **Sniper rifles**

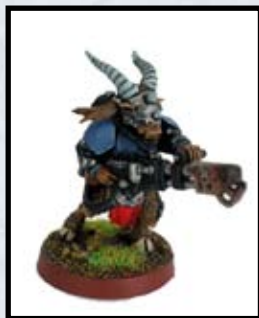
### BORSAN STORM EATERS

- **Iron discipline**

#### Preferred Weapon:

- **Autocannon**

\* Represents Arbites wardens



The Macharian Crusade was composed of hundreds of minor regiments and forces from across the Imperium who served alongside the bulk of its seven army groups.

Here is a select group of some of the most famed and celebrated of these regiments who proudly carved out their footnote of the Crusade, along with some famed leaders.

## Order of Battle

### REGIMENTS

Slaves of Spartacus Primus	4-8 Regiments
Arcturian Aerotroopers	1-2 Regiments
13th Helios	2-4 Regiments
Reinecke's Raiders	5-10 Regiments
Borsan Storm Eaters	3-6 Regiments

## Regiments of Note

### SLAVES OF SPARTACUS PRIMUS

The regiments of Spartacus Primus were the wretched dregs of their heretical world's population. They fought in the direst of warzones, forced into a life sentence of conscription under the watchful eyes of Arbites wardens.

### ARCTURIAN AEROTROOPERS

This specialized drop regiment was spread throughout the Army Groups of the Crusade. Called to duty for high-risk insertion operations, their numbers were depleted by crushing casualty rates. By the Crusade's end, their colors were retired from active service.

### 13TH HELIOS

Bound to serve by ancient Imperial pacts dating to the Great Crusade, the 13th Helios fought mainly under the Rogue Trader fleets, far from the scornful eyes of their fellow Guard regiments.

### REINECKE'S RAIDERS

Hailing from the lost feudal world of Praetorium IV, General Cyrus secured these proud horsemen into the Imperial fold with his natural charisma and a supply of modern arms.

### BORSAN STORM EATERS

A dark shrouded regiment who served under the secretive Inquisitor Tol-Mal. The Storm Eaters fought at his whim in the wake of the Lord Solar's armies across the Segmentum.

# Cardinal Marquette

**COST: 160 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Marquette	4	4	3	3	3	4	3	10	-

Any Witch Hunter army may include Marquette. If you decide to take him, he counts as one of the army's HQ choices.

"Set yourself aflame with *FAITH* and they will come for leagues to watch you burn."

-Cardinal Marquette, Senior Ministorum advisor to the Lord Solar



**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Inferno pistol
- *Scepter of Ophelia VII*
- Book of St. Lucius
- Simulacrum Imperialis
- Rosarius

**Special Rules**

- Independent Character
- Fearless
- Faithful (3 Faith points)
- *Flame of Faith*

**Scepter of Ophelia VII:** This Ministorum staff of office is a blessed weapon that wounds psykers on a 2+.

**Flame of Faith:** Marquette's oratory draws the masses without equal. His army may have any number of Troops units (exceeding the standard Force Organization Chart) and may use Zealot squads (WD 304) to meet any compulsory Troops requirement.

# Deathwatch-Master Pizarro

**COST: 155 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Pizarro	5	5	4	4	4	5	4	10	2+

Any Imperial army may include Pizarro as an HQ choice. Pizarro allows his army to select Deathwatch Kill Teams (WD 305) as Elites choices (no 0-1 restriction).

"I am prepared to go anywhere, provided it is forward."

-Deathwatch-Master Pizarro; Ordo Xenos advisor to the Lord Solar



**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Terminator armor
- Thunder hammer
- Heavy bolter with hellfire rounds

**Special Rules**

- Independent Character
- Fearless
- Preferred Enemy (xenos only)
- *Xenos Hunter*

**Hellfire bolts:** These bolter rounds are loaded with the most lethal airborne and contact toxins devised by the Mechanicus. They have the following stats when fired: **R:36", S:X AP:4, Heavy 1, Poison (2+), Blast.**

**Xenos Hunter:** A merciless slayer of xenos, Pizarro instructs his men in the ways of extermination. All Deathwatch units and any squad Pizarro leads gain Preferred Enemy (xenos only) and Counter-Attack.



# INDEX of MINOR REGIMENTS



Amazons of Lethe



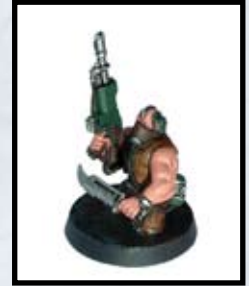
Cardalian 16th



Sovrus 123rd



95th Antarius



IVth Swampwalkers



Kalf Longrifles



Gerreck 99th



Widowmakers



31st Stormhawks



Umgah 49th



4th Army bomber wing clashes with Eldar during the Garden Worlds campaign

# FAMOUS REGIMENTS OF MACHARIAN CRUSADE

## XX CADIAN SHOCK TROOPS (THE "TEN TENS")

**CIC:** Col. Sheridan

**Adjutant:** Cpt. Arelia

**Regimental Commissars:** Grenal, Chaon

**9th Cadian Reconnaissance Squadron**  
1 Salamander, 11 Sentinels, 23 Enlisted Mounted Scouts, Local Enlisted Guides

**94th Skulltakers, Special Operations**<sup>1</sup>  
1 Officer, 22 Veterans (including Special Weapons Teams)

**125th Kasrkin, Fire Support Platoon**  
1 Officer, 32 Kasrkin Veterans,  
1 Chimera, 6 Kasrkin Centaur Carriers

**Regimental Vehicle Pool:** 9 Chimeras (1 Commissariat Chimera), 1 Minotaur AFV, 3 Centaur Carriers, 2 'Tigermoth' Skimmers  
**Deployed:** The Cadian 20th is currently operating with *Sin of Pride*, an Imperial Navy Dauntless-class Cruiser

### 1/20th COMPANY

**Company HQ Platoon**<sup>2</sup>  
(Cpt. Fosten)

1 Officer, 1 Commissar, 2 Sanctioned Psykers, 23 Guardsmen, 4 Heavy Weapons Teams, 6 Specialists

#### B Platoon

1 Officer, 1 Sanctioned Psyker,  
29 Guardsmen, 6 Heavy Weapons Teams, 7 Specialists

#### C Platoon

1 Officer, 35 Guardsmen, 9 Heavy Weapons Teams, 9 Specialists

### 2/20th COMPANY

**Company HQ Platoon**<sup>3</sup>  
(Cpt. Cline)

1 Officer, 1 Commissar, 1 Sanctioned Psyker, 25 Guardsmen, 5 Heavy Weapons Teams, 4 Specialists

#### E Platoon

1 Officer, 1 Sanctioned Psyker,  
41 Guardsmen, 4 Heavy Weapons Teams, 4 Specialists

#### F Platoon

1 Officer, 18 Guardsmen, 2 Heavy Weapons Teams, 3 Specialists

### 3/20th COMPANY

**Company HQ Platoon**  
(Cpt. Splint)

1 Officer, 1 Commissar, 1 Sanctioned Psyker, 21 Guardsmen, 3 Heavy Weapons Teams, 3 Specialists

#### K Platoon

1 Officer, 2 Sanctioned Psykers,  
35 Guardsmen, 7 Heavy Weapons Teams, 7 Specialists

### NOTES

<sup>1</sup> This unit consists of the remnants platoon of Kanak Skulltakers. No record exists as to how this unit came to be attached to the Cadian 20th, although administrative error seems most likely.

<sup>2</sup> The First Company is traditionally called the "Castellan's Pride".

<sup>3</sup> Nicknamed "Cline's Declines" from an order to stand-down and be placed in reserve by Commander Dakren of the Celestial Lions. Cpt. Cline declined to obey the order with the words, "Clines's Company, at its own request, will resume its portion of duty in the line."

<sup>4</sup> Called the "Diehards" due their history of continuing to fight from the burning wreckage of their tanks.

<sup>5</sup> The 142nd/113th Artillery Company is an amalgamated company made up of all of the surviving armored vehicles from the 153rd Cadian Artillery and 124th Cadian Artillery companies.

### 98th CADIAN ARMORED "DIEHARDS"<sup>4</sup>

Command HQ (Cpt. Stuart) - Leman Russ Vanquisher "Matilda"

13 Leman Russ Battle Tanks, 3 Leman Russ Vanquishers, 3 Leman Russ Demolishers,  
3 Leman Russ Exterminators, 1 Tank Hunters, 3 Hellhounds, 1 Hydra Flak Tank

### 14th CADIAN HEAVY TANK COMPANY, ATTACHED

Command HQ (Cpt. Garrison) - Baneblade "Harbinger"

Hellhammer "Kasr Holm", Vulcan Macharius "Grimalkin" and "Paladin"

### XX CADIAN REGIMENTAL HISTORY

The current regiment is the fourteenth to bear the "Ten Ten" name. It was reactivated on Cadia in 639.M39 by the Lord Castellan five hundred years after the last XX regiment was devastated in the Hrud Migration of Gotho. The regiment's current commander is Colonel Aram Sheridan, the hero of the Maran's Tread. Before being attached to the Crusade, the regiment had earned a total of 37 campaign streamers under Sheridan's command (14 streamers were won for the War of the Palm campaign alone) and the First Company received the rare honor of being decorated by the Lord Castellan of Cadia himself, coining the company nickname of the "Castellan's Pride".

The XX has left the Cadian Gate reluctantly in response to an Administratum decree to muster for the Lord Solar's Crusade. In an effort to bolster the battleworn 20th, several detachments have been permanently attached to Colonel Sheridan's command (most notably a detachment from the 14th Heavy Tank Company).

### 142nd/113th CADIAN ARTILLERY COMPANY<sup>5</sup>

Company Commander: Cpt. Haul

Tech Priest Engineeers: Chun'L, Kir Kao Sanctioned Psyker: Marak

6 Basilisks, 3 Medusa Siege Guns, 2 Bombard Heavy Siege Mortars, 3 Griffon Mortars, 5 Heavy Mortars  
Support Vehicles: 2 Altas Recovery Vehicles, 5 Trojan Ammunition Vehicles, 26 Servitors



# IL-KAITHE CRAFTWORLD

Il-Kaithe Craftworld drifts far in the galactic west, alone in the darkness near the Halo Stars. One of the last craftworlds to depart the Eldar homeworlds before the fall, its occupants saw the dark seduction and temptation of Chaos. From their isolated sanctuary, aggressive Il-Kaithe armies struck across the Segmentum Pacificus, ever on the hunt for the taint of Ruinous Powers. They were successful and for the most part Chaos covens and activity was contained to the Peridian Expanse, where their Farseers could not gaze.

The Macharian Crusade swept into a small pocket of Maiden Worlds seeded by Il-Kaithe millennia ago. They rose to war and fought a vicious two-year campaign, stalemating the 2nd and 4th armies before succumbing to the combined forces of the Lord Solar and the Black Templar's 745th Crusade Fleet.



## Order of Battle

### WARHOSTS

Guardian Hosts	100+
Aspect Warriors	15 Temples
Spirit Hosts	10+

### FLEET ASSETS

<b>FLAGSHIP</b>	
Fury of Khaine	Dragonship

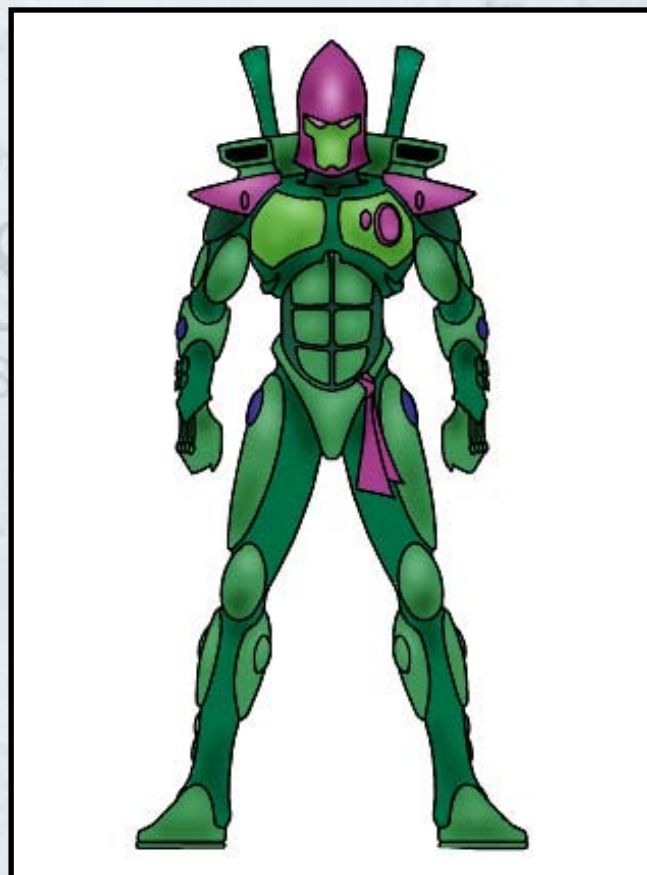
<b>IL-KAITHE BATTLEFLEET</b>	10 Dragonships
	20+ Wraithships
	40+ Shadowhunter Squadrons

### TITAN CLANS

Phantom Class	10
Revenant Class	20

### ARMORY

Falcons/Wave Serpents/Fireprisms	1000+
Engines of Vaul	50+
Aircraft	100s



## CRAFTWORLD SCHEME

## The Dance of Khaine and Vaul

As Il-Kaithe rose in anger, a council was called to determine the best path of war. The Farseers spoke of a great champion of man and advised a cautious war of maneuver and misdirection. The Aspect temples under Autarch Tuireann demanded a fast aggressive campaign, but ceded to the majority of the council.

At first Tuireann waged a brilliant war that extracted a heavy toll on Sejanus' and Lysander's armies. The Crusade's weight of numbers pushed on, capturing a handful of Maiden Worlds. Throwing caution aside Tuireann led an large Aspect force to kill the leaders of both armies, but was instead cut down in an Imperial trap.

With their professional army mostly dead, it fell to High-Bonesinger Kheyladon to salvage what he could. The aged leader led a delaying campaign that saved tens of thousands of Eldar still in the field, and fell back to Il-Kaithe and safety. For the craftworld, the war was a wound which took centuries to heal.

# Autarch Tuireann

**COST: 135 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Tuireann	6	6	3	3	3	6	3	10	3+

An Il-Kaithe army may include Tuireann. If you decide to take him, he counts as one of the army's HQ choices.

"The Mon-keigh have stirred the avalanche of their own destruction."

-Tuireann, Autarch of Il-Kaithe

**Unit Type:**

- Jump Infantry

**Number/Squad:**

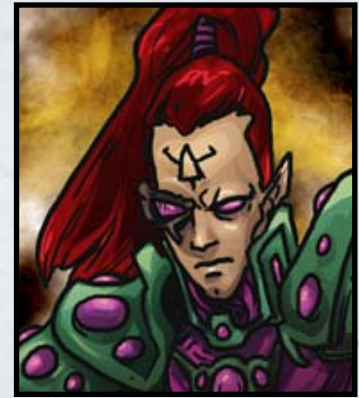
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**Wargear:**

- Fusion gun
- Power weapon
- Shuriken pistol
- Mandiblasters
- Swooping hawk wings
- Plasma and haywire grenades
- Forceshield

**Special Rules**

- Independent Character
- Fleet
- Master Strategist
- *Fury of Khaine*



**Fury of Khaine:** Autarch Tuireann feels the heat of Khaila Mensha Khaine's rage in his spirit. He is a furious leader, whether the situation calls for it or not. Eldar units within 12" of Tuireann are Stubborn. He must always choose to setup first and go first regardless of mission (except for Apocalypse and special missions). Enemies may still attempt to seize the initiative.

# Bonesinger Kheyladon

**COST: 140 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Kheyladon	5	5	3	3	3	5	1	10	-

An Il-Kaithe army may include Kheyladon. If you decide to take him, he counts as one of the army's HQ choices.

"Patience. When Wrath speaks Wisdom veils her face."

-Kheyladon, Bonesinger of Il-Kaithe

**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Ghosthelm
- Shuriken pistol
- Rune armor
- Spirit stones
- *Song of Isha*

**Special Rules**

- Independent Character
- Fleet
- Psychic Powers
  - *Regrowth*
  - *Endurance*



**Song of Isha:** This ornate Isithra Kasra is made of the purest wraithbone and is a haunting psychic artifact in the hands of Kheyladon. When fired in the shooting phase, the weapon strikes at AP:3. In addition, it extends the range of Kheyladon's psychic powers by 6".



# ORKS OF CALVERNA

## "Waaagh KaBoom"

The Orks of the Calverna were one of the mightiest xenos empires conquered during the Macharian Crusade. The cunning "Waaagh Kaboom" had already devastated the Crimson Guard chapter and were spreading throughout the Southern Front until they encountered Crassus and Cyrus' 5th and 7th armies. The campaign to destroy the Orks of Calverna required the attention of Macharius himself and led to some of the Crusade's largest space and land campaigns, before a hard earned victory was achieved at Callistos, seat of the Arch-Maniac.



### TYPICAL ORKS OF CALVERNA

#### Order of Battle

##### WAR PARTIES

Ork Warbands 150-200 Clans

##### GARGANTS

2 Great Gargants  
4 Slasha Gargants  
8-10 Stompas

##### FLEET ASSETS

##### FLAGSHIP

Da Kaboom Kill Kroozer

##### CALVERNA FLEET

3 Kill Kroozers  
12 Cruiser Squadrons  
20-25 Attack Squadrons

### The Arch-Maniac

The great leader of Calverna was a warboss known as the Arch-Maniac. He was an Ork of gigantic size, dwarfing other chieftains of his race.

Curiously, the Arch-Maniac's path to glory began after his near death in an explosion during the initial discovery of Callistos' unstable ore. He hid his face behind an iron mask, and always entered battle with his personal snotling attendant Kiff across his back.

The Arch-Maniac was unusually gifted for an Ork, and devised many cunning stratagems. Upon his death, apothecaries were at a loss to understand this prowess. His brain cavity was almost completely filled with scar tissue, a result of his earlier injury.

Kiff was never found.

# The Arch-Maniac

**COST: 170 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Arch-Maniac	5	2	6	6	5	2	5	10	4+

A Calverna Ork army may include the Arch-Maniac. If you decide to take him, he counts as one of the army's HQ choices.

"Da bigger the 'umie, da bigga the bomm."

-Arch-Maniac of Calverna



**Unit Type:**

- Monstrous Creature

**Number/Squad:**

- 1

**Wargear:**

- Choppa
- Shoota
- Calverna cocktails (see p.32)
- Bosspole
- Eavy armor

**Special Rules**

- Independent Character
- Fearless
- Feel No Pain
- Furious Charge
- Waaagh!
- *Colossus*

**Colossus:** This Arch-Maniac was an Ork of truly stupendous size, slow but powerful. He is immune to instant death.

# Masta Blasta

**COST: 140 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Masta Blasta	4	2	4	4	3	3	3	8	4+

A Calverna Ork army may include Masta Blasta. If you decide to take him, he counts as one of the army's HQ choices.

"Lotz. for, three, too, won, ignishun! Bye 'umies!"

-Masta Blasta; Big-mek of Calverna



**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Choppa
- Mek's tools
- Eavy armor
- *Calverna shokk attack gun*

**Special Rules**

- Independent Character
- Furious Charge
- Mob Rule
- Waaagh!

**Calverna Shokk Attack Gun:** Masta Blasta trained his grots to herd bomm squigs into his Shokk Attack Gun, much to the horror of his targets.

Shots are resolved by placing a bomm squig at the final scatter location. It immediately charges moves into contact with closest unit (friend or foe) up to 18" away, ignoring difficult terrain. It explodes on contact or at the end of its 18" move. Center a 5" blast template on the squig and resolve hits at S: 8, AP: 3, *Ordinance*, *Pinning*. If doubles are rolled on the scatter distance dice, the squig never appears (even if a Hit is scored) and roll a D6 on the following table.

- 1: Bommm Squig Loading Mishap:** Center an Apocalypse Barrage (5) template on Masta Blasta (S: 8 AP: 3).
- 2-5: Too Many Squigs!** The Ork player places a squig in contact with a unit of his choice. The Ork's opponent then places a squig in contact with any unit. This continues, alternating between the two players, until one of them decides to stop. Once all squigs (or markers if you run out of squigs) are placed, they detonate simultaneously! Resolve each S: 8 AP: 3, 5" Blast, *Ordinance*, *Pinning* hit in the order it was placed.
- 6: Squig Warp Mutation:** Center an Apocalypse Barrage (5) template on the target unit (S: 8 AP: 3).



# RENEGADES OF NOTE

## Minor Heretic Empires

### CHIROS RED GUARD

- **Hardened Fighters**
- **Iron Discipline**
- **Drop Troops**
- **Veterans**
- **Priests**

#### Preferred Weapons:

- **Auto-cannon**
- **Flamer**



### KALLASTIN STRATOOCRACY

- **Stormtroopers**
- **Iron Discipline**
- **Close Order Drill**
- **Engineers**
- **Forge-crafted**

#### Preferred Weapons:

- **Las-cannon**
- **Plasma Gun**



### HOIGHT PALADINS

- **Sanctioned Psykers**
- **Diehards**
- **Sharpshooters**
- **Carapace**
- **Hardened fighters**

#### Preferred Weapons:

- **Missile Launcher**
- **Grenade Launcher**

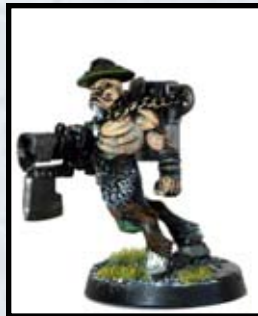


### THOTH MUTANTS

- **Abhumans**
- **Homo sapien Variatas (WD 302)**
- **Conscripts**
- **Jungle fighters**
- **Cameleoline**

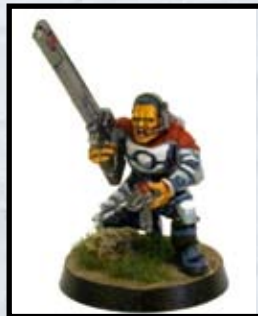
#### Preferred Weapons:

- **Flamer**



### ADRANTIS UNION

- **Codex: Tau Empire** is used with the following substitutions:
- Necron Warriors replace Kroot.
- Necron Destroyers replace Vespid.



The Macharian Crusade passed through hundreds of hostile systems, conquering each in its turn. Everything from xenos horrors to misguided farmers were faced and their worlds brought back into the light of the Imperium.

Here is a select group of some of the most famed and challenging heretic and rebel empires faced by the Crusade along with some of their leaders.

## Order of Battle

### REGIMENTS

Chiros Red Guard	5-10 Regiments
Kallastin League	3-5 Regiments
Hoight Paladins	2-4 Regiments
Thoth Mutants	10-15 Regiments
Adrantis Union	25-30 Regiments

## Renegades of Note

### Chiros Red Guard

Sejanus' 2nd Army faced the feared Red Guard on Chiros under the command of Colonel Richelieu. These grizzled rebels put up a stiff resistance, only falling in the face of utter annihilation.

### Kallastin Stratocracy

The world of Kallastin offered the first serious challenge to the Lord Solar's First Army. Their military offered a dedicated, well trained army, which took months of sweat and blood to conquer.

### Hoight Paladins

On the garden world of Hoight, the defense forces faced off against the 4th Army. They defended their cities fanatically but were outmaneuvered and bled white by General Lysander.

### Thoth Mutants

Arrian's 6th Army faced off against the twisted mutants of Thoth during their jungle death march. They inflicted horrific casualties on the Methalor regiments before being beaten by the Catachans.

### Adrantis Union

The Adrantis Union held up the 3rd Army for a brutal three year siege. Time and time again the notorious Commander Sark bested Tarka's men before his world fell to the wrath of Macharius.

# Heretic-Colonel Richelieu

**COST: 110 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Richelieu	4	4	3	3	2	4	3	10	4+

A Chiros Red Guard army may include Richelieu. If you decide to take him, he counts as one of the army's HQ choices. The army must still include a Command Platoon as normal, although Richelieu is the army's leader being the Senior Officer on the field.



"Come now Horatio, parley will not do. We must test our *Truths* on the field of battle."

-Heretic Colonel Richelieu; Tyrant of Chiros to General Sejanus

**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Laspistol
- Power maul
- Rosarius
- Legion of Honor
- Grand War Star

**Special Rules**

- Independent Character
- Leadership
- *Inner Truth*

**Inner Truth:** Richelieu studies his opponents at length and fights to exploit their greatest fear and weakness. Before deployment, select any single USR used by members of the opposing army. They lose its benefits for the battle.

# Commander Sark

**COST: 200 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Sark	4	5	5	4	4	3	4	10	3+

An Adrantis Union army may include Sark. If you decide to take him, he counts as one of the army's HQ choices.



"Soldier, get those shields up and set your phase-rifle to kill."

-Commander Sark; Adrantis V

**Unit Type:**

- Jump Infantry (jet pack)

**Number/Squad:**

- 1

**Wargear:**

- Gauss cannon
- Staff of light
- Shield generator
- Stim injector
- Hard-wired drone controller
- 2 shield drones
- *Signet of Adrantis*

**Special Rules**

- Independent Character
- Bodyguard (see Tau Empires)
- XV8 Battlesuit (see Tau Empires)

**Signet of Adrantis:** This glowing ring grants total control over the robotic warrior legions of Adrantis. It acts as a Resurrection Orb (see codex Necrons)



# Captain Sorge

**COST: 160 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Sorge	6	5	4	4	3	5	3	10	3+

A Chaos Space Marine army may include Sorge as an HQ selection.



"My dear Velatian, you may *know all*, but is what you know true?"

-Captain Sorge; Alpha Legion Commander, Segmentum Pacificus

**Unit Type:**

- Jump Infantry

**Number/Squad:**

- 1

**Wargear:**

- Bolt pistol
- Combi-plasma
- Lightning claw
- Power armor
- Frag and krak grenades
- Jump pack
- Personal icon

**Special Rules**

- Independent Character
- Fearless
- Infiltrate
- Eternal Warrior
- *Riddles within Riddles*

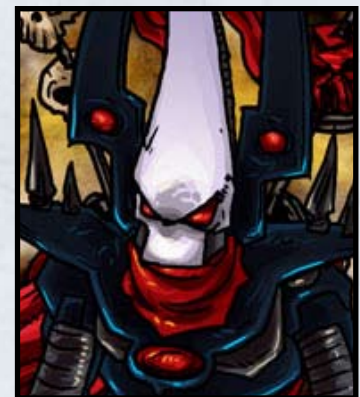
**Riddles within Riddles:** A spymaster and manipulator without peer, Sorge only commits to battle on his own terms. In any mission with objective markers (excluding Apocalypse and special missions), Sorge may elect to remove one of his choosing at the start of turn 4. In addition, all enemy units using the outflanking rule suffer a -1 to their reserve rolls.

# Archon Vectux

**COST: 170 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Vectux	6	6	3	3	3	7	5	10	3+

A Dark Eldar army may include Vectux as an HQ selection.



"We feast on these swine, but offer a special gift for The Dark Prince. How She thirsts!"

-Archon Vectux; Kabal of the Rubied Blade, Segmentum Pacificus

**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Agonizer
- Poison blades
- Combat drugs
- Shadow field
- Haywire and plasma grenades

**Special Rules**

- Independent Character
- Fleet
- *Disciple of Arhra*
- *Nightwalker*

**Disciple of Arhra:** Vectux wears Incubi armor and grants Stealth, Counter-Attack and Move Through Cover to any squad he leads (including himself).

**Nightwalker:** In any game which begins using the Nightfight rules, any force led by Vectux may make a Scout move after deployment is complete.



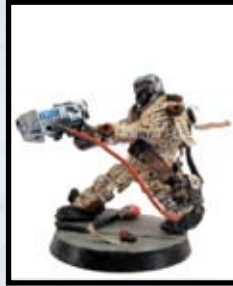
# INDEX of MINOR RENEGADES



Arethians



Kharaxians



Phrassus Guard



Octanians



Crinan IVth



The Scourge



Golgothians



Garris Beasts



Udor Penitents



Garlan Union



Tarka's 3rd Army engaged during the Siege of Adrantis V



# APOCALYPSE FORMATIONS

The Macharian Crusade saw some of the largest surface battles since the time of the Horus Heresy. Each of the Crusade's seven Army Groups was a gargantuan organization that dwarfed the standard Imperial armies of their time.

## APOCALYPSE FORMATION RULES

### GENERAL INFO

The Apocalypse supplement presents a set of comprehensive rules for fighting large battles. This ruleset is well suited to games set during the Macharian Crusade. With massive armies and entire divisions Imperial Guard infantry and armor facing off against a host of alien threats, large games are the perfect setting for some of the Crusade's famous battles. Events such as the Final Purge of Callistos, the Breakthrough of Adrantis V and the Grand Ambush of Brightwater make for amazing Apocalypse games.

### FORMATION RULES

The existing formations found in the Apocalypse book are all available. Remember that the Macharian Crusade special rules and equipment modifications are still in place so certain formations may no longer work (or they may lose some options).

### ARMY GROUP FORMATIONS

The formations listed in this section are unique to the Crusade and may only be taken by the armies listed in the appropriate Army Group.

### OTHER FORMATIONS

From the tank companies of the Imperial Guard to the green tide of the Orks, most formations found in the Apocalypse sources are valid. Unless they use special characters that haven't been born, they may be used in any warzone in addition to the newly minted formations in this section. As long as they conform with the Macharian Crusade special rules and equipment modifications, they are allowed.



"You do not fear death, my Mordians. Defy him and drive him into the enemy's ranks."

-General Sejanus; Commander 2nd Army at the Battle of Brightwater



Mordian heavy weapon platoon awaits the order to fire on Brightwater

# CADIAN SHOCK TROOPER COMPANY

**POINTS: 100 + MODELS**

The Infantry Companies of Cadia are among the Imperium's most professional and hardened forces. Time and again, the Cadian Shock Troopers can be counted on to both hold the line against impossible odds as well as mount assaults into certain death.

A Shock Trooper Company is an exclusively infantry force that combines all the levels of experience available to a Cadian commander. The core of the company is a pair of infantry platoons supported by a conscript platoon and backed up by an experienced grenadier squad. It is a balanced, flexible force that is difficult to overcome.

COMMAND HQ



Unit 1

GRENADIER SQUAD



Unit 2

INFANTRY PLATOON



Unit 3



Unit 4

INFANTRY PLATOON



Unit 5

CONSCRIPT PLATOON



## FORMATION:

- 1 Command HQ Platoon
- 1 Stormtrooper Squad
- 2 Infantry Platoons
- 1 Conscript Platoon

Note: All units must use the Cadian Shock Troopers Doctrines.

## SPECIAL RULES:

**Stubborn:** The formation gains the *Stubborn USR*.

**Careful Planning:** The formation gains the *Careful Planning* strategic asset.



# TALLARN DESERT RAIDER COMPANY

POINTS: 100 + MODELS

The Infantry Companies of Tallarn are reknown for their cunning and speed. Able to operate with lightning quickness amongst the galaxy's most arid environments, the Desert Raiders are a tough hardy force. Tallarn Infantry companies can operate independently for long periods.

Many a foe has found themselves surrounded by companies of these fast striking foes. The Desert Raiders are masters of the ambush, often cutting down their opponents before slipping away into the desert leaving not a trace.

COMMAND HQ



Unit 1

SENTINEL SQUADRON



Unit 2

INFANTRY PLATOON



Unit 3



INFANTRY PLATOON



Unit 3



INFANTRY PLATOON



Unit 3



## FORMATION:

1 Command HQ Platoon

1 Sentinel Squadron

3 Infantry Platoons

Note: All units must use the Tallarn Doctrines.

## SPECIAL RULES:

**Ambush:** The formation gains the *Ambush* strategic asset.

**Camouflage:** The formation gains the *Camouflage* strategic asset.

**Recon:** The formation gains the *Recon* strategic asset.

# MORDIAN IRON GUARD COMPANY

POINTS: 125 + MODELS

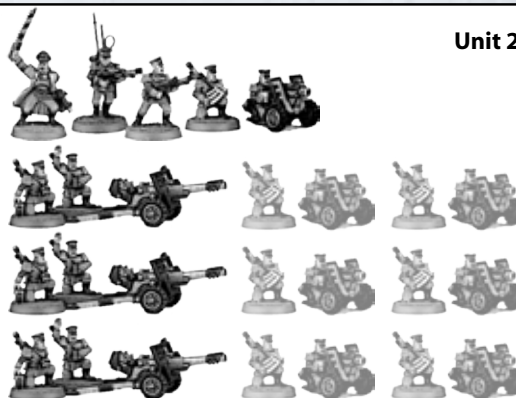
The Infantry Companies of Mordia Prima are reknown for their discipline and training. Able to hold an impossible position against all odds, and lay down a relentless voume of fire into the foe, the Iron Guard are held in high regard by friend and foe alike. Heralding from a shrouded planet of eternal night, the Mordian Iron Guard defended their home from a horrific Chaos incursion. Stoic and remorseless, the regiments of Mordia fear not the horrors of the universe, they have defeated much worse at home.

COMMAND HQ



Unit 1

HEAVY WEAPON PLATOON

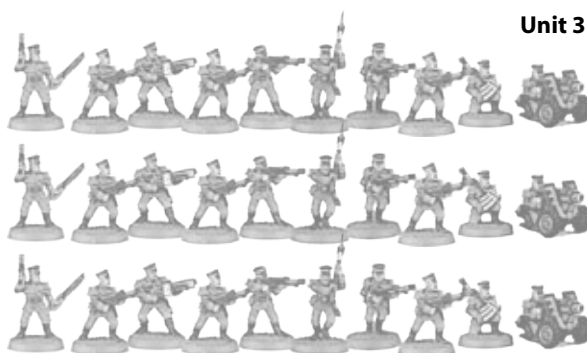


Unit 2

INFANTRY PLATOON

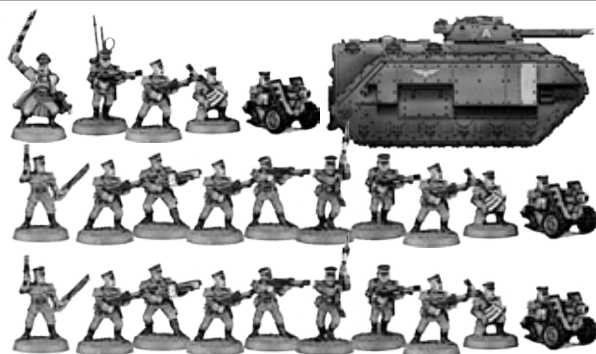


Unit 3

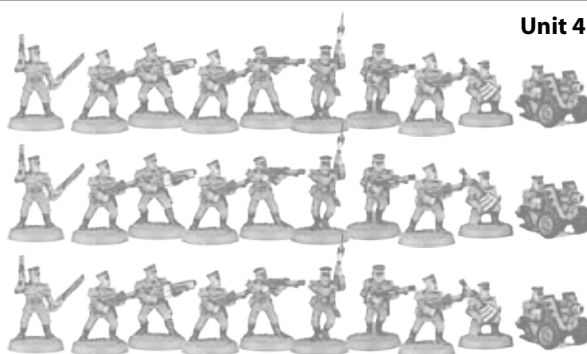


Unit 4

INFANTRY PLATOON



Unit 5



## FORMATION:

- 1 Command HQ Platoon
- 1 Heavy Weapon Platoon
- 3 Infantry Platoons

Note: All units must use the Mordian Doctrines.

## SPECIAL RULES:

**Hold at All Costs:** The formation gains the *Hold at All Costs* strategic asset.

**Close Order:** The formation must all be deployed within 24" of the Command HQ, or if coming on from reserve, they must enter the table within 24" of the point entered by the Command HQ.



# CATACHAN JUNGLE FIGHTERS COMPANY

POINTS: 100 + MODELS

The Infantry Companies of Catachan are reknown for their cunning and ferocity. Able to operate with lightning quickness amongst the galaxy's most dense jungle environments, the Jungle Fighters are a tough hardy force. Catachan Infantry companies can operate independently for long periods, living off the land, making them ideal scouts and commandos.

Many a foe has found themselves surrounded by companies of these cunning foes. The Jungle Fighters are masters of the ambush, often cutting down their opponents before slipping away into the jungle leaving not a trace.

COMMAND HQ



Unit 1

SENTINEL SQUADRON



Unit 2

INFANTRY PLATOON



Unit 3



INFANTRY PLATOON



Unit 3



INFANTRY PLATOON



Unit 3



## FORMATION:

- 1 Command HQ Platoon
- 1 Sentinel Squadron
- 3 Infantry Platoons

Note: All units must use the Catachan Doctrines.

## SPECIAL RULES:

**Ambush:** The formation gains the *Ambush* strategic asset.

**Camouflage:** The formation gains the *Camouflage* strategic asset.

**Surgical Raids:** The formation gains the *Surgical Raids* strategic asset.

# VALHALLAN ICE WARRIOR COMPANY

POINTS: 125 + MODELS

The Infantry Companies of Valhalla are among the Imperium's most stoic forces. Time and time again, the Ice Warrior Companies held a position, beating back all opposition or died to the last man defending it.. These devoted ork haters are just as determined on the offensive, charging forward with massive infantry wave assaults. Enemy defenses are completely disregarded, and with a heavy supply of conscripts, the Valhallan Ice Warriors will often smother foes under sheer weight of men and sustained las-gun and mortar fire. It is said that warriors of Valhalla are truly an icy reflection of thier homeworld.

COMMAND HQ



Unit 1

HEAVY WEAPON PLATOON



Unit 2

INFANTRY PLATOON



Unit 3



Unit 4

INFANTRY PLATOON



Unit 5

CONSCRIPT PLATOON



## FORMATION:

- 1 Command HQ Platoon
- 1 Heavy Weapon Platoon
- 2 Infantry Platoons
- 1 Conscript Platoon

Note: All units must use the Valhallan Doctrines.

## SPECIAL RULES:

**Hold at All Costs:** The formation gains the *Hold at All Costs* strategic asset.

**Close Order:** The formation must all be deployed within 24" of the Command HQ, or if coming on from reserve, they must enter the table within 24" of the point entered by the Command HQ.



# STEEL LEGION MECHANIZED COMPANY

POINTS: 100 + MODELS

The Mechanized Companies of Armageddon's Steel Legion are renown throughout the Imperium. Hailing from one of the Imperium's most potent, yet blighted hive-worlds; the Steel Legion is a lavishly equipped Mechanized army, the better to survive their homeworld's harsh toxic wastes. They are veteran ork-fighters and are prized by Imperial Guard Generals embarking upon campaigns against the greenskins.

A Steel Legion Mechanized Company is a potent armoured force, rolling forward resolutely in the face of searing enemy fire. They are trained to punch through to their objectives, no matter the level of resistance. A pair of Salamander Scouts are often attached to act as the eyes and ears of the company. Many of the Imperium's foes have been crushed under the Steel Legion's armoured fury.

COMMAND HQ

Unit 1



SALAMANDER SCOUT

Unit 2



SALAMANDER SCOUT

Unit 3



INFANTRY PLATOON

Unit 4



INFANTRY PLATOON

Unit 5



INFANTRY PLATOON

Unit 6



## FORMATION:

- 1 Command HQ Platoon (or Salamander Command Tank)
- 3 Infantry Platoons
- 0-2 Salamander Scouts

Note: All units must use the Steel Legion Doctrines.

## SPECIAL RULES:

**Iron Curtain:** The formation must all be deployed within 24" of the Command HQ, or if coming on from reserve, they must enter the table within 24" of the point entered by the Command HQ.

**Keep Em Rollin':** All formation vehicles ignore stunned and shaken damage results.

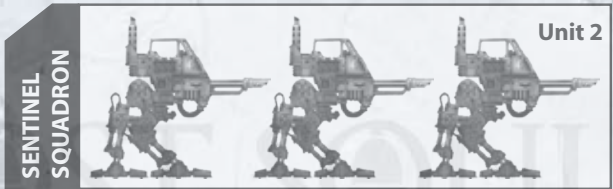
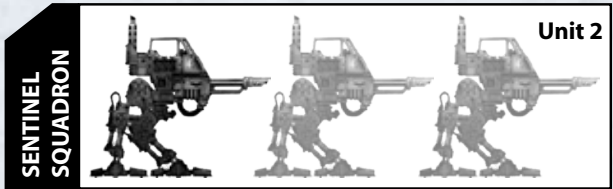
**Tank Riders:** The formation gains the *Tank Riders* strategic asset.

# PRAETORIAN LIGHT HORSE COMPANY

POINTS: 100 + MODELS

The Light Horse companies of Praetoria are indicative of a wide array of fully mounted formations used by many Imperial cultures. In the case of Praetoria, the Light Horse Companies heritage dates back millenia to the world's original settlment. At the time of discovery, Praetoria was covered with fertile plains, and the proud military culture made wide use of cavalry forces. In time, the physical makeup of the planet has drastically changed, but military traditions die hard. The world's noble houses still provide for the training and maintenance of the famed Praetorian Light Horse, a hallmark known galaxywide.

The Light Horse Company is a lightly equipped high speed maneuver force. It is able to live off the the land and operate for extended periods of time behind enemy lines, where it can cause terrible damage to vulnerable supply routes, or small unprepared forces. While lacking heavier tanks, the Light Horse go into field with a detachment of Sentinel squadrons not for scouting purposes, but to provide communications gear and heavy weapons.



## FORMATION:

1 Command HQ Platoon (mounted)

3+ ten-man Roughrider Squads

1-2 Sentinel Squadrons

Note: All units must use the Praetorian Doctrines.

## SPECIAL RULES:

**Flank March:** The formation gains the *Flank March* strategic asset.

**Strategic Redeployment:** The formation gains the *Strategic Redeployment* strategic asset.



# KANAK SKULLTAKERS WARCOMPANY

POINTS: 75 + MODELS

The Infantry Companies of Kanak produce some of the fiercest fighters known to the Imperium. While often derided for their simple culture, none dispute the Skulltakers courage and ferocity. Kanak Warcompanies have undone many a more sophisticated foe with their trademark mixture of cunning and unvarnished bravery.

COMMAND HQ



Unit 1

OGRYN SQUAD



Unit 2

INFANTRY PLATOON



Unit 3



INFANTRY PLATOON



Unit 4



INFANTRY PLATOON



Unit 5



## FORMATION:

- 1 Command HQ Platoon
- 1 Ogryn Squad
- 3 Infantry Platoons

Note: All units must use the Kanak Doctrines.

## SPECIAL RULES:

**Fleet:** The formation gains the *Fleet of Foot* USR.

**Camouflage:** The formation gains the *Camouflage* Strategic Asset.

# St. JOSMANE'S HOPE JACKAL COMPANY

POINTS: 100 + MODELS

The Infantry Companies of St Josmane's Hope harbor many of the Galaxy's most infamous thieves and criminals. Sentenced to service in the Jackals, these men fight as much for the slim chance at an life of scavenged riches as for the Imperium.

The companies are not to be underestimated. IG Commanders know that as repulsive as the Jackals battlefield ethics are, they are a tough determined force, chemically enhanced to ignore the worst of battlefield conditions. Jackal forces are often supported by a wide variety of exotic equipment, looted from across the length and breadth of the galaxy.



## FORMATION:

- 1 Command HQ Platoon
- 1 Ogryn Squad
- 3 Infantry Platoons

Note: All units must use the St. Josmane's Hope Doctrines.

## SPECIAL RULES:

**Archeo-tech:** St. Josmane's Hope Jackals take to the field supported by a wide variety of exotic and unpredictable equipment scavenged from a thousand battlefields. At the beginning of battle the formation gains any 2 Apocalypse Strategic Assets: One chosen by you, and one chosen by your opponent.



# GENSWICK SAPPER COMPANY

POINTS: 100 + MODELS

The Genswick Sapper Companies are among the Imperium's best combat enigneers. These specialized formations recieve extensive training in demolition and fortification techniques. An experienced Imperial guard commander will use the valuable Sapper companies to both defend his fixed positions and to breach enemy strongpoints.

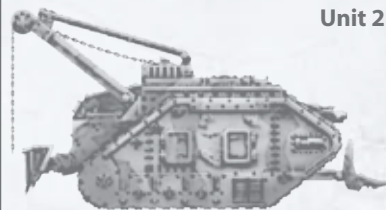
A Genswick Sapper company is built around a standard infantry platoon trained in enemy fortification infiltration and demolition. This core will be supplemented by special weapon teams using either flame units or explosive packs to clear stubborn defense points, and a number of Cyclops demolition vehicles and mine-sweeping Atlas recovery vehicles for the most dangerous of obstacles. Little can stand before them.

COMMAND HQ



Unit 1

ATLAS RECOVERY  
VEHICLE



Unit 2

INFANTRY PLATOON



Unit 3



SPECIAL-WPN  
SQUAD



Unit 4

CYCLOPS  
DEMO VEHICLE



Unit 7

SPECIAL-WPN  
SQUAD



Unit 5

CYCLOPS  
DEMO VEHICLE



Unit 8

SPECIAL-WPN  
SQUAD



Unit 6

CYCLOPS  
DEMO VEHICLE



Unit 9

## FORMATION:

- 1 Command HQ Platoon
  - 1 Infantry Platoon
  - 3 Special Weapon Squads (demo charges or heavy flamers)
  - 1-3 Cyclops Demolition Vehicles
  - 0-1 Atlas Recovery Vehicle (with minesweeper attachment)
- Note: All units must use the Genswick Doctrines.

## SPECIAL RULES:

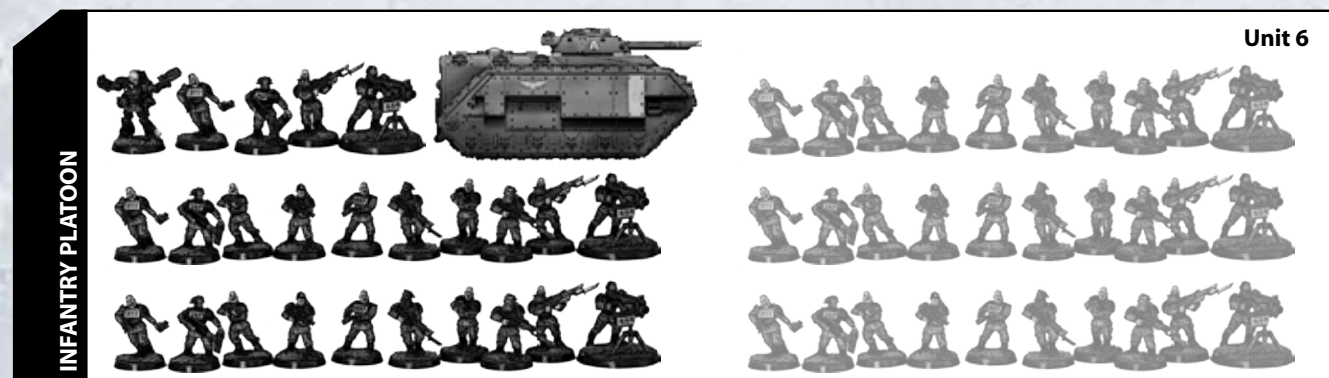
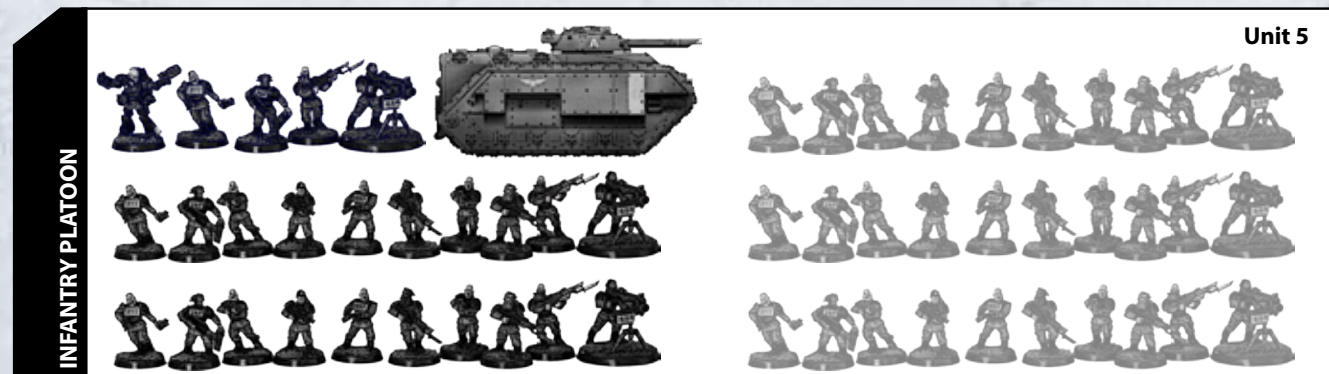
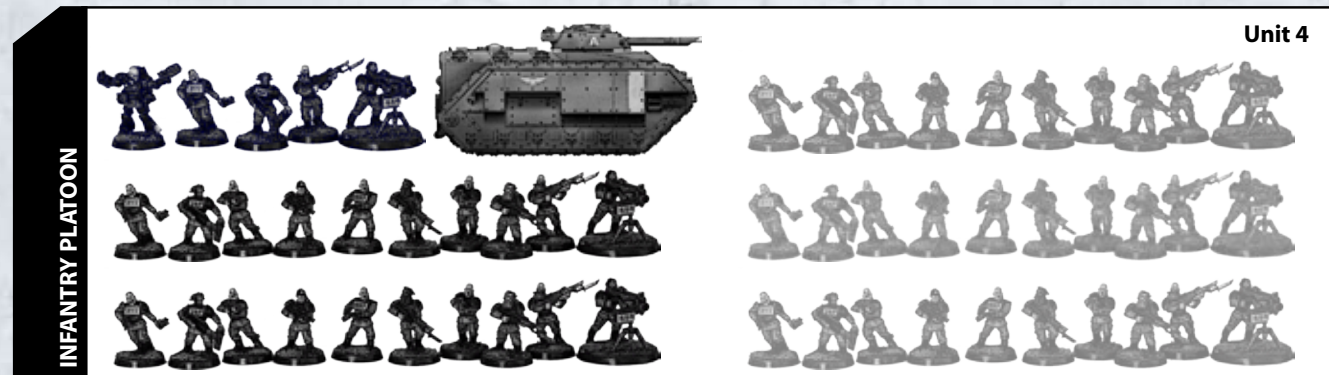
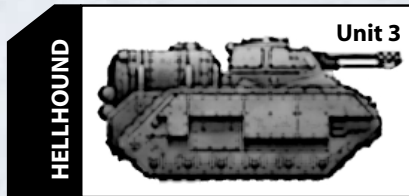
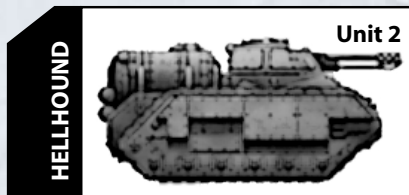
- Tunnels or Strongholds:** The formation must choose before deployment either the *Tunnels* or *Strongholds* strategic asset.
- Obstacles:** The formation gains the *Obstacles* strategic asset.
- Minefields:** The formation gains the *Minefields* strategic asset.

# METHALOR PENAL COMPANY

POINTS: 75 + MODELS

The Infantry Companies of Methalor harbor many of the Galaxy's most wretched military criminals. Sentenced to life in the Penal Companies, these men fight as much for the chance to end their misery at the hands of an enemy weapon as for the Imperium.

The companies are not without battlefield value. Commanders will often use the Penal Companies for suicidal or highly dangerous work, or for probing attacks into enemy lines. Stripped of all heavy assets, the standard Methalor Company is backed up by only a pair of hellhounds, as much to "embolden" the convict-soldiers as to terrorize the enemy.



## FORMATION:

- 1 Command HQ Platoon
- 2 Hellhounds
- 3 Infantry Platoons

Note: All units must use the Methalor Doctrines.

## SPECIAL RULES:

**The Emperor Saves, but Promethium Kills:** All company units within line of sight and range of either company hellhound gain the *Stubborn USR*.

**Convict Detail:** The formation must be deployed at start of battle. Reserves are not allowed.

**On My Coordinates** (aka Arrian's Mercy): The formation gains the *On My Coordinates* strategic asset.

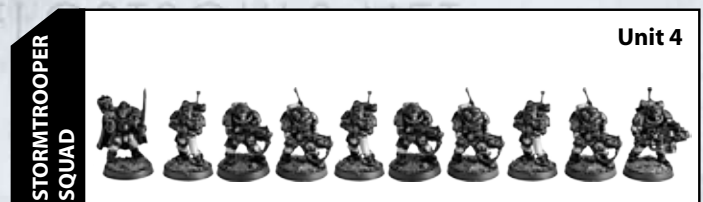
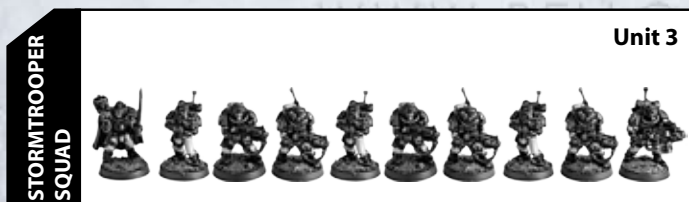


# MERICAN FUSILIER COMPANY

POINTS: 150 + MODELS

The Merican Fusiliers are among the most elite armies in the entire Imperial Guard. Tracing thier heritage back to the Unification War, the Emperor Himself warranted their continued service under his then newly formed Imperium of Man. The Mericans make up one of the illustrious Terran Household Guard regiments, and are fabulously trained and equipped.

The Merican regiments emphasize the ability of the individual infantryman through exhaustive training and unparalleled equipment. Armed with heavy carapace armor, chameleoline and toting both hellguns and the dreaded bolter, these troops are expert city fighters. Many a foe has learned there is nowhere to hide from the Fusilier's rain of fire. They are among the most dreaded regiment of the Imperial Guard to all enemies of the Imperium.



## FORMATION:

- 1 Command HQ Platoon
- 3 Stormtrooper Squads
- 6 Grenadier Squads

*Note: All units must use the Merican Doctrines.*

## SPECIAL RULES:

**Hold at All Costs:** The formation gains the *Hold at All Costs* strategic asset.

**Fusilade:** The concentrated firepower of the Fusiliers is devastating to enemies seeking cover from the deadly rain of bolter and hellgun fire. Each turn nominate a single piece of area cover within Line of Sight. Enemy units within it may not take cover saves against fire from the formation this turn.

# BYZANT JANIZAR SPAHIS

POINTS: 100 + MODELS

The Byzant Janizars are among the most elite armies in the entire Imperial Guard. Tracing their heritage back to the Unification War, the Emperor Himself warranted their continued service under his then newly formed Imperium of Man. The Janizars make up one of the illustrious Terran Household Guard regiments, and are fabulously trained and equipped.

The Spahis is the name given to the dreaded air assault formations used by the Janizars to locate and hound foes. These elite squadrons combine the firepower of Vulture and Valkyrie gunships with the darting speed and powerful weapons loads found on the Byzant Janizar Landspeeders. Striking with lightning speed, and deadly accuracy, many a foe has discovered to their doom, that there is nowhere to run or hide from the Byzant Janizars.

VULTURE / VALKYRIE  
GUNSHIP



Unit 1

VULTURE / VALKYRIE  
GUNSHIP



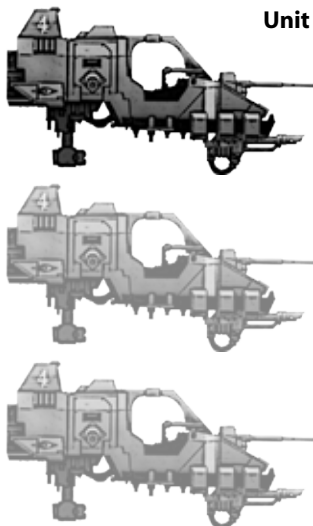
Unit 2

VULTURE / VALKYRIE  
GUNSHIP



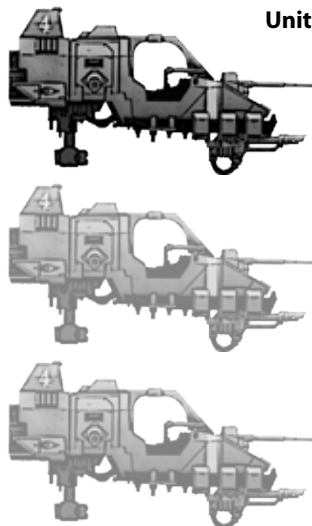
Unit 3

JANIZAR SPEEDER  
SQUADRON



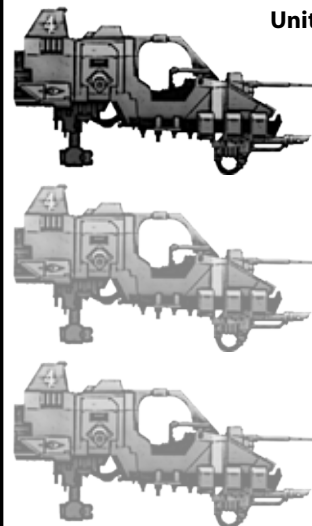
Unit 4

JANIZAR SPEEDER  
SQUADRON



Unit 5

JANIZAR SPEEDER  
SQUADRON



Unit 6

## FORMATION:

1-3 Vulture or Valkyrie Gunships  
3 Janizar Landspeeder Squadrons

## SPECIAL RULES:

**Strategic Redeployment:** The formation gains the *Strategic Redeployment* strategic asset.

**Careful Planning:** The formation gains the *Careful Planning* strategic asset.

**Disengage and Rearm:** The Vultures and/or Valkyries gain the *Disengage and Rearm* strategic asset.



"The Emperor breathed great strength into the young warlord. He lifted a prayer to his Lord, brandished his spear a moment, winged it fast and hit Tuireann; piercing his emerald gorget that failed to block the bronze point tearing through - down the Autarch crashed, his armor clanging against his chest.

Terror blanched Eldar faces. They went limp with fear, weapons slipped from their hands and strewed the ground at the warlord's approach. They spun in flight, wild to save their lives, but loosing a savage cry, Arminius swooped upon them like a savage eagle."

- *The Pacificar*, Verse XXXIX by Warlord Arminius, on the Battle of Brightwater



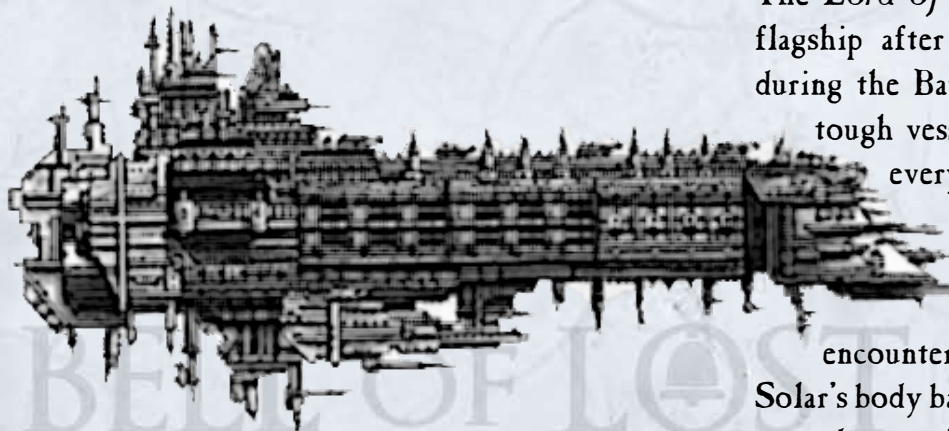
Praetorians charging at the Battle of Cold River



# FAMOUS MACHARIAN CRUSADE WARSHIPS

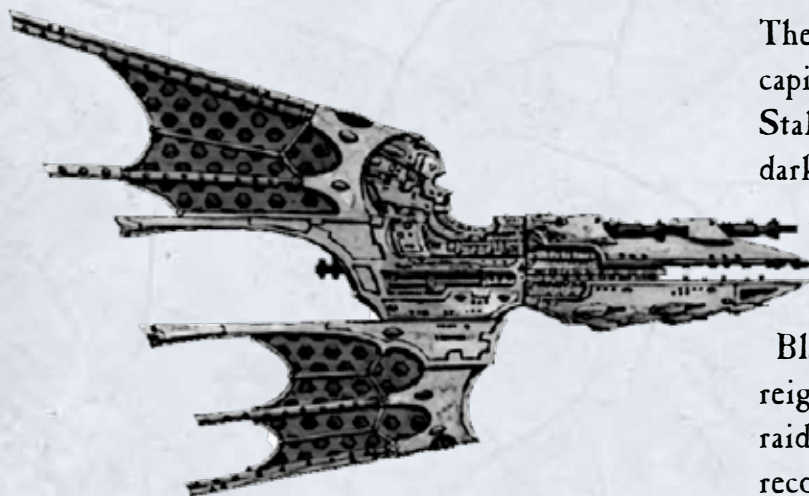
From the Anvil of Calverna to the Garden Raids to the Battle of Charaxadis to the Affirmation of Elohir, many vessels, both Imperial and otherwise, made their mark on history.

## LORD OF LIGHT: Emperor Class Battleship



The *Lord of Light* became Macharius' personal flagship after the loss of the *Pax Imperialis* during the Battle of Charaxadis. This slow but tough vessel fought its way through almost every major campaign zone during the Crusade, taking part in the battles for Jakart, Adrantis V, Callistos and the enigmatic encounter at Siren's Call. It bore the Lord Solar's body back to Macharia where it now serves as a decommissioned museum commemorating the Crusade.

## BLADE OF ASUR: Void Stalker Battleship



The *Blade of Asur* was the most feared Eldar capitol ship of the Il-Kaithe fleet. This Void Stalker class battleship wreaked havoc during the dark years of the Garden Raids, destroying no less than seventeen Imperial vessels of the 2nd and 4th Armies, including one battleship and three cruisers. The arrival in theater of the Black Templar's 745th Crusade, did not end its reign of terror and the *Blade of Asur* was a key raider of the Doom of Convoy 429. There is no record of the vessel's destruction.

## KABLOWEE: Ork Kill Kroozer



The *Kablowee* was the key to the Imperial destruction of the Arch-Maniac of Calverna. This kill kroozer was captured intact with an explosive rok in its hold by the 5th Army during the Battle of Klesites II. With the information gleaned, Macharius devised the grand trap which annihilated the Ork fleet at the Anvil of Calverna. During the epic battle, the *Kablowee* and its volunteer skeleton crew was lost.



# CAMPAIGN INTRODUCTION

Herein discover the path to true glory soldier. It is not to be measured in riches, nor rank gained, but in blood; the true currency of heroes. Walk if you dare in the footsteps of the greatest hero the Galaxy has seen in ten thousand years. Tread in the footsteps of the Lord Solar Macharius, shining star of faith and victory. Through him, you may walk in the Grace of the Emperor.

## GENERAL CAMPAIGN GOALS

**Eight Week Campaign:** This set of suggested missions and rules is designed for a two-month league, taking a group of players from the Grand Embarkation from Macharia through the days of Crusade ending with the final push into the Halo Stars.

**Narrative Battles:** The goal of this campaign setting is to provide a set of Macharian Crusade Era gamers the opportunity to re-create the heady days of the Lord Solar's campaign, building up kinships and friendly rivalries with their fellow Guard players, while battling against a coordinated xenos team trying their hardest to slow the Crusade's determined advance. It also touches several of the hallmark events of the period and gives players a chance to take part in these historic actions.

## SCORING THE CAMPAIGN

**Campaign Play vs. Tournament Play:** With a heavy emphasis on narrative and historical games, this campaign is designed for atournament-style environment. A simple set of rules is provided to give players creative control over some of their actions during the campaign with the emphasis staying firmly planted on playing fun narrative games. Leave your tournament hat at home and make sure that you make "fun" your number one consideration.

**Glory and Battle Honors:** Instead of a tightly controlled competitive setting, players are invited to re-create a series of small actions set within a much larger context. They will be keeping score from week-to-week to track their regiment's progress and memorializes both their stunning victories and their humbling losses. As the campaign concludes, each player will have earned through his battlefield performance a unique visual memento to recall his regiment's and larger Army Groups history and to compare to his fellow Imperial and xenos players in the future.

## ARMY CONSTRUCTION

The following rules are used for army construction during the Macharian Crusade. These rules override any conflicting text found in individual army codices.

**Codices:** All Imperial Guard armies use Codex: Imperial Guard unless noted otherwise. In the spirit of fun campaign play, the organizer may allow a broader range of army lists.

**Legendary Heroes:** During the Macharian Crusade, a host of powerful figures on both sides of the conflict defined the events that were to unfold. Except for Codex Chaos Daemons, no named characters may be used except for those listed in this campaign book. In most cases, only one campaign character per army is allowed.



Tallarn Captain El'Rahim on Thoth (High Desert Campaign)



# PLAYING THE CAMPAIGN

The campaign is designed as a two-month series of games for a playgroup of almost any size. Here are the suggested rules to get your campaign going.

## ARMY CONSTRUCTION (CONT.)

**Force Organization Charts:** The standard FOC is in use for all missions unless specified otherwise. No Imperial allies are allowed unless called for in the mission. Xenos players who select the "Guard" army type from the encounter chart may build an Imperial Guard or Witch Hunters Adversaries army.

## REASSIGNED FORCES

During the course of the Crusade, thousands of small forces were reassigned as needed from warzone to warzone and many shattered regiments were combined into ad-hoc forces based on the demands of battle.

Your army may always include a **single** Imperial Guard unit from another Imperial Guard army listed in this campaign book. For example a Mordian army fighting in the 2nd Army could contain a single unit of Merican Fusiliers along (with the Merican's doctrines) or a unit of Stormtroopers taken from the Armageddon Steel Legion. Regardless of source, this single unit fills an Elites force organization slot.

The xenos forces use a similar rule with the *Allied Forces* listed in their weekly encounter chart. If any forces are listed, you may select a single unit from the listed army and add it to your xenos army, filling an Elites slot.

*Designers note: This rule is a great way to have fun converting a single unit of a army you love if you don't have the time to build an entire army.*

## ORGANIZING THE IMPERIAL ARMY GROUPS

The heart of the Macharian Crusade is the Imperial Guard (which is why we've suspended the Inquisitorial Allies rule). The campaign is designed to accommodate up to seven Imperial Guard Army Groups each consisting of between one to three players.

Above all you should let your Guard players and their interests lead the way; base all the other xenos and independent Imperial forces off of their initial decisions.

If you have a large amount of Imperial Guard players, you can easily field a full campaign of all seven Army Groups. If you have a smaller pool of players, you can choose to focus your campaign on a small number of fully staffed Army Groups or a larger number with only a single player in each. In any case you should strive to have all of your Army Groups have the same number of players each.

## ORGANIZING INDEPENDENT IMPERIAL FORCES

While the Imperial Guard Army Groups grind forward on their campaign path, some Imperial forces are free to move about the Segmentum at their will. From the Astartes to the Ministorum, Rogue Trader and Inquisition fleets. These forces can strike where they were most

needed or where plunder is the greatest.

Space Marine, Inquisition, and Rogue Trader players are free to play alongside any Army Group they wish from week to week. They are free agents and their services will be in high demand. You should aim to have 3-5 players dedicated to these forces, so they will always have to make tough choices as to where to fight from week to week. The Army Group maps list key suggested Chapters for certain weeks of the campaign, but remember this is your campaign.

## ORGANIZING THE XENOS FORCES

The xenos forces have a much easier time. Their goal is to roughly match the number of Imperial Guard Army Group players. As long as you are close in number you will have no problems setting up games.

## WARZONES

Each Army Group will be fighting their way through three warzones. A warzone is simply a set of associated worlds that your Army Group must conquer sequentially. You must conquer a warzone and the xenos and rebels within it before you may move onto the next warzone.

Warzones come in three sizes: small, medium and large. The size of each is listed in the Army Groups Warzone Charts. To conquer a warzone you must accrue a certain number of victories listed below. This "warzone victory goal" increases based on the number of Imperial Guard players comprising your Army Group, as more players means you will be playing more games each week. The chart below lists the warzone victory goals:

## WARZONE VICTORY GOALS

	1 Player	2 Players	3 Players
Small	1 Win	2 Wins	3 Wins
Medium	2 Wins	3 Wins	4 Wins
Large	2 Wins	4 Wins	6 Wins
Victory: 1 Win      Tie: 1/2 Win      Loss: 0 Win			

Your Army Group will track their victories from week to week until they meet the warzone victory goal. Your xenos opponents of course will be trying their hardest to defend their homes and delay your progress.

## SELECTING GAMES

Each week the members of an Army Group will select the encounters within their warzone to battle over. Each player must select a different world if possible, with no duplicates allowed unless every encounter has already been selected. If multiple team players choose the same world (which can occur in small warzones) they will play a team game.



Imperial Guard Army Group players select encounters and mission deployment. Xenos players will select the enemy army and environment card that is in effect for the mission. This continues each week until the warzone is conquered.

A single independent Imperial force may elect to fight in a given warzone each week under the same rules as the Army Group players. They select their battles last after both sides have committed and may choose to fight alone or as part of a team effort. If they elect to play alone, their victory will count towards the Army Group's Warzone Victory Goal.

*Note: There can never be more independent Imperial forces engaged in a Warzone than Army Group forces.*

### SPECIAL MISSIONS

Each Army Group faced several unique challenges during the Macharian Crusade. There are two special missions on each Army Groups Warzone chart. These large, team games have specific instructions for the mission and special rules.

*Note: An Army Group must play their listed special missions to successfully complete a warzone and move onto the next one **in addition meeting the warzone victory goal**. You can play the missions within a warzone in any order you wish, but after meeting your warzone victory goals your Army Group must play the special mission.*

### PLAYING GAMES

Once you have decided on a battle, arrange a time with the designated foe listed on the chosen planet and have fun! If a mission you have selected involves an attacker and defender, the attacker is always the Imperial player.

Each world lists recommended terrain and missions. You should scale your games points size to whatever works for your play area, but we suggest these as a starting point for such an epic campaign:

**Small battle: 1500pts**

**Medium battle: 2000 pts**

**Large battle: 2500 pts**

### WARZONE ENVIRONMENT CARDS

Each warzone of the Macharian Crusade took on a distinct character or involved unusual challenges. Each warzone has several associated Environment Cards, listing a special rule in effect for battles taking place within it. At the start of any game, the xenos players within a warzone selects the card that is in effect for that game.

### TRACKING WARZONE RESULTS

At the end of each week, fill out the Army progress score chart to tally your running total of Army Group (and independent force) wins in the week box, and update your running total at the bottom of the column.

If you have earned enough to conquer a warzone, circle the next star logo at the bottom of the column. Next

week reset your weekly wins count at zero as you enter the next warzone. Repeat the process over the eight weeks of the campaign.

### FINISHING THE CAMPAIGN

The campaign is designed for eight weeks of play. At the conclusion, most army groups will be well along the path to conquering all of their warzones. While there may be some bragging rights for the most successful Army Group (or xenos player), it's most important to throw yourself into the world of narrative gaming and have a good time.

For those lucky Guard players who speed through the campaign and conquer all their warzones before the eight weeks are up, feel free to use the remaining weeks to:

- Go back and play any key worlds that you quickly passed over on your path to speedy victory.
- Consider your Army Group to now be independent Imperial forces and lend a hand to your fellow Imperial forces who may be mired in a difficult warzone.

When the eight weeks are up tally the army and xenos victory scores and let the friendly jabs and ribbing begin!

## WARZONE KEY

HOIGHT WARZONE (Small)	<b>HOIGHT</b> <i>paradise world, advanced cities</i> Deployment: Paradise Lost Environment: (see special mission) Enemy: Guard (Hoight) Allied Forces: tyranids (beasts)	
	<b>POLLUX-A</b> <i>occupied moon, underground bases</i> Deployment: Pitched Battle, Dawn of War Environment: Countdown, Mercurial Enemy: Chaos Marines, Orks Allied Forces: None	

#### Warzone Title:

This area lists the warzone name and size for victory point purposes.  
*This example is the HOIGHT WARZONE and is sized as: small.*

#### Encounters:

This selection of battle areas is always decided on by the Imperial player.  
*For example this warzone is composed of the Hoight and Pollux-A encounters.*

#### Enemy:

This selection of enemies are operating in the area of battle, often against each other. This selection is made by the xenos player based on availability.  
*For example on Pollux-A, Chaos Marines and Orks are available as enemy forces.*

#### Allied Forces:

This selection of enemies are available as allies for the selected enemy army. (see the Reassigned Forces rules p.101).  
*For example on Hoight, the xenos Guard forces may include an allied unit of tyranids representing their giant beasts.*

#### Deployment:

This selection of deployment types is always decided on by the Imperial player.  
*For example on Pollux-A, Pitched Battle or Dawn of War options are available.*

#### Environment:


This selection of environment cards is always decided on by the xenos player.  
*For example on Pollux-A, Countdown or Mercurial options are available.*

**Countdown**

In the face of a celestial emergency, time is of the essence.

All reserves and outflankers gain a +1 on their reserve rolls. All games end after turn 5.

**4th Army**




**Mercurial**

From crushing victory to smashing defeat. Again and again, locked in the hands of fate.

After both sides have deployed, each rolls a d6. The winner may choose to go first or second.

**4th Army**





# CUSTOMIZING YOUR CAMPAIGN

**The campaign is designed as a narrative setting for a series of linked games for a playgroup of two to 50 players. Here are a set of additional rules to customize the campaign to your local group.**

## **Not Enough (or Too Many) Guard Armies!**

The Macharian Crusade involved many Army Groups and it is very unlikely that you will have a single player to represent each major Army Group contingent.

You should begin by breaking up your Imperial Guard playing across the seven Army Groups, then adding additional players into each of them based upon the size of your playgroup. Each Army group is composed of three major regiments, so the Imperial Guard side can accommodate between one and 21 players.

If your campaign is missing key Imperial Guard regiments then play through the campaign scenarios using the regiments that you have, substituting where you wish. For example, both the Moridans and Valhallans are key players but if no one in your gaming group has them, it doesn't have to stop the campaign. Swap them out for an regiment you have available.

Also don't shy away from re-writing history if it suits the players in your campaign. No Tallarn playing, but you want to try out the Battle for Haight? Feel free! Also don't worry about skipping entire sections of the campaign if your group wishes – many players may want to jump to the exciting parts. Again, it's **your** campaign. Make it fun!

Too many players using the same famous regiment may not seem like a problem, but if they all want to play the same mission it can lead to problems.

There are two ways to handle this. You can either allow the players to form a team (and carry that team through the entire campaign). This can be a lot of fun, especially if both players have small armies. Alternatively, you can allow both players to play key missions with their own army. Each of them want to experience the Battle of Brightwater? That's fine! It was a big battle!

## **Not Enough Xenos!**

If you don't have enough xenos armies, then simply assign one player per Army Group. The Imperial Guard players can play team games against larger xenos armies played by the xenos players. In general though, its a good idea to try to divide up both sides equally.

## **Multi-player Games**

Many of the warzones of the Macharian Crusade and the most famous battles involved several regiments fighting side-by-side with their brother guardsmen.

Several of the missions included in the campaign involve multiple players per side. To minimize confusion in these large and complicated games, we've included some guidelines.

1. Team Captain: Each team must nominate a captain who is responsible for rolling any dice required for mission set-up. The captain is responsible for keeping the game moving and minimizing any time delays caused by his team.
2. Reserves: Team members must take turns deploying their Reserves on the table.
3. Army Abilities: Unless otherwise specified, powers that affect friendly units will work on teammates that meet the power's requirements (e.g., Batory's Drillmaster ability would only affect a teammate's Mordian squads).
4. Rites of Battle only affects the controlling player's army.
5. Character abilities which affect an enemy's army must be targeted against a single enemy player's force.
6. An army with Preliminary Bombardment (or a similar ability) must select a single opposing army as the target.
7. A player which must leave a game early for any reason must remove all his models from the table at the end of the current turn. If Victory Points are used, only units which were destroyed or falling back at the time of departure wil count.



"My Lord, what do you keep for yourself?"

"Hope."

"Aye, I'll share in that."

-Exchange between General Tarka and Macharius upon his distribution of the final fleet stores during the famine of Adrantis V



# ARMY PROGRESS SCORECHART

1st Army  
Macharius



2nd Army  
Sejanus



3rd Army  
Tarka



4th Army  
Lysander



5th Army  
Crassus



6th Army  
Arrian



7th Army  
Cyrus



Wk 1



Wk 1

Wk 2



Wk 2

Wk 3



Wk 3

Wk 4



Wk 4

Wk 5



Wk 5

Wk 6



Wk 6

Wk 7



Wk 7

Wk 8



Wk 8

WARZONES



WARZONES



WARZONES



WARZONES



WARZONES



WARZONES



WARZONES



# WARZONE ENVIRONMENT CARDS

<p><b>Overconfidence</b></p> <p>Just out of the Macharia, the early actions of the First Army were marked for their confidence if not experience.</p> <p>Xenos forces may steal the initiative on a 5+ versus Imperial Guard armies. Guard forces are +1 Ld.</p> <p><b>1st Army</b></p> 	<p><b>Death World</b></p> <p>Man was pitted against the very world itself in a warzone with no respite or safe havens.</p> <p>Reserves and outflankers suffer a -1 on their reserve roll.</p> <p><b>1st Army</b></p> 	<p><b>Touch of Fear</b></p> <p>The icy cold of the Halo Stars sapped the spark of life from a man, leaving little left for combat.</p> <p>Imperial Guard forces are -1 Ld. They gain +2 cover save when going to ground.</p> <p><b>1st Army</b></p> 
<p><b>Radiation</b></p> <p>The baleful stars of the Argolis Cluster made long term exposure and lengthy battles a deadly gamble.</p> <p>Roll for games to end one turn early.</p> <p><b>2nd Army</b></p> 	<p><b>Detestation</b></p> <p>There can be no forgiveness nor quarter for the ancient treacheries and broken bonds Imperial heretic.</p> <p>All units (both sides) gain counter attack.</p> <p><b>2nd Army</b></p> 	<p><b>Misdirection</b></p> <p>Twisting fate and a war of maneuver made grand strategy impossible in the face of unending trickery.</p> <p>All outflankers are placed on a valid board edge by your opponent.</p> <p><b>2nd Army</b></p> 
<p><b>Untested</b></p> <p>A young general must earn his army's trust and respect in the face of the enemy.</p> <p>Imperial Guard HQs do not have the Leadership rule.</p> <p><b>3rd Army</b></p> 	<p><b>Espionage</b></p> <p>A warzone of unending espionage leaves no one to trust, including yourself.</p> <p>After deployment, each player selects one unit of enemy Troops. They are part of your army for the battle.</p> <p><b>3rd Army</b></p> 	<p><b>Attrition</b></p> <p>No tactics, no strategy, only will. Kill or be killed is the order of the day.</p> <p>All units count as below half strength for rallying purposes.</p> <p><b>3rd Army</b></p> 
<p><b>Paradise</b></p> <p>A world of unearthly beauty, calms the soul and emboldens the heart.</p> <p>All morale tests are taken against unmodified Ld in all cases.</p> <p><b>4th Army</b></p> 	<p><b>Countdown</b></p> <p>In the face of a celestial emergency, time is of the essence.</p> <p>All reserves and outflankers gain a +1 on their reserve rolls. All games end after turn 5.</p> <p><b>4th Army</b></p> 	<p><b>Mercurial</b></p> <p>From crushing victory to smashing defeat. Again and again, locked in the hands of fate.</p> <p>After both sides have deployed, each rolls a d6. The winner may choose to go first or second.</p> <p><b>4th Army</b></p> 
<p><b>Cold Blooded</b></p> <p>A warzone of clinical efficiency. No quarter is asked nor given.</p> <p>Both sides may fire into close combats. Split hits equally between sides. (see p.57 for details)</p> <p><b>5th Army</b></p> 	<p><b>Primal Enemy</b></p> <p>A man will give all to destroy his innermost monsters. Sacrifice for the total victory is the order of the day.</p> <p>All units (both sides) gain preferred enemy.</p> <p><b>5th Army</b></p> 	<p><b>Vengeance</b></p> <p>An Army wronged is a terrible mistress. Rage, obsession, and cruelty rule.</p> <p>All HQ and Elites units (both sides) become fearless.</p> <p><b>5th Army</b></p> 
<p><b>Criminal</b></p> <p>An army's innermost demons are unleashed, to the horror of all</p> <p>Methalor units strike at -1 Initiative but reroll failed to wound rolls.</p> <p><b>6th Army</b></p> 	<p><b>Man vs Nature</b></p> <p>Across steaming jungle and raging rivers the hunter and the hunted are the same.</p> <p>Outflankers may choose to reserve in from any piece of area terrain (like lictors) on a 5+.</p> <p><b>6th Army</b></p> 	<p><b>Terror</b></p> <p>Darkness, insanity, and horror rule this charnal house of the ruinous powers</p> <p>Non-Imperial forces gain a +1 on sweeping advance rolls.</p> <p><b>6th Army</b></p> 
<p><b>Quickfooted</b></p> <p>A fluid warzone of move and countermove. To the swift go the spoils.</p> <p>The army with the smallest unit-count always chooses to deploy 1st or 2nd.</p> <p><b>7th Army</b></p> 	<p><b>Explosive Ore</b></p> <p>Abandoned mines, improvised munitions, booby traps, and lethal accidents are the Arch-Maniac's gift.</p> <p>All area terrain with 3+ cover saves is dangerous ground.</p> <p><b>7th Army</b></p> 	<p><b>Weary</b></p> <p>Only the grizzled core remain, striped clean by battle. Lethal, tired, and numb.</p> <p>Imperial Guard armies may have 0-3 troops choices and 2-6 elite choices.</p> <p><b>7th Army</b></p> 



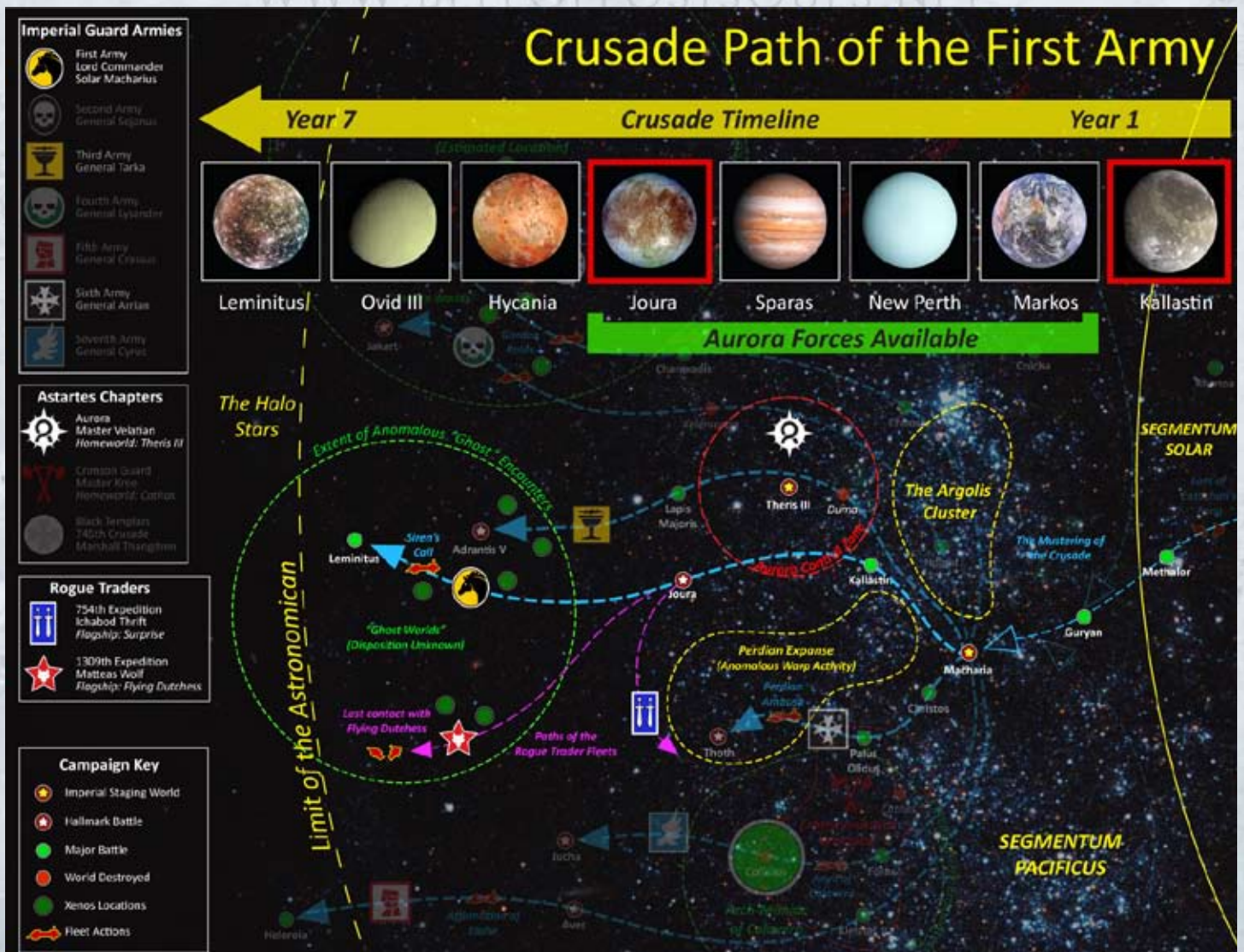
# FIRST ARMY GROUP CAMPAIGN CHRONOLOGY

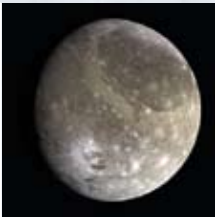
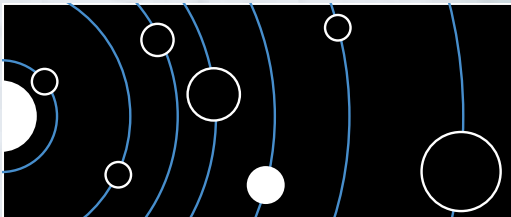

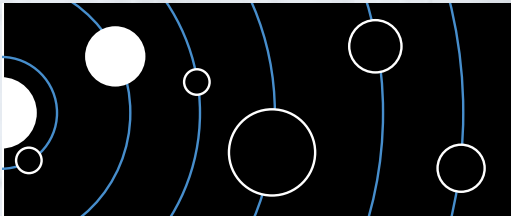

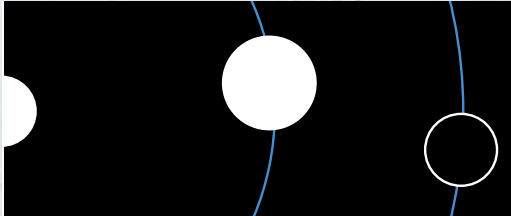


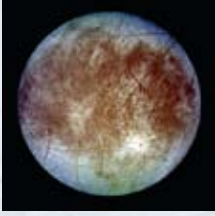
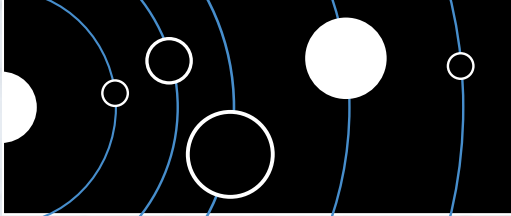

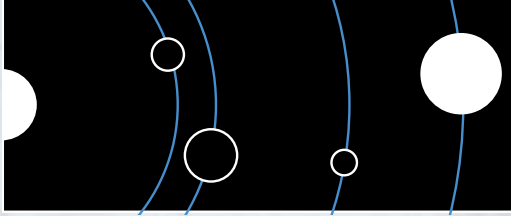

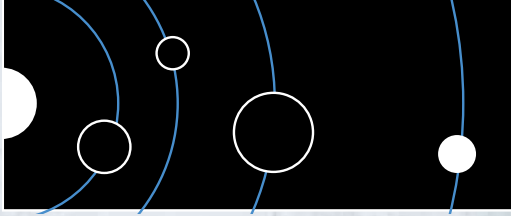

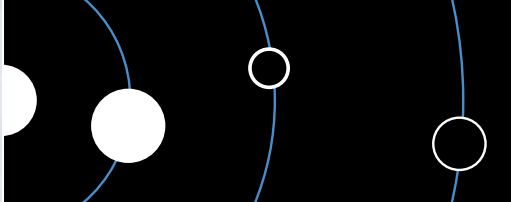
Lord Macharius personally selected the First Army Group from among the elite military regiments of the Imperium. The army is based around a strong core of Merican Fusiliers and Byzant Janizars from Holy Terra's Household Guard. The lavish equipment of the Household Guard was the envy of the entire Crusade. The Lord Solar backed up this core with contingents from the stoic Krieg Korps and a vast force of Cadian Rangers to deal with any stubborn opposition.

The First Army was also home to the rare and exotic Adeptus Mechanicus support fleet and the Rogue Trader and Ministorum fleets who followed in his path of conquest.



*Army motto: "First in Deed"*



KALLASTIN WARZONE (Small)	<b>KALLASTIN</b> <i>hive world, urban environment</i> Deployment: Against the Stratocracy Environment: (see special mission) Enemy: Kallastin Stratocracy Allied Forces: None		
	<b>MARKOS</b> <i>expansive desert, polluted</i> Deployment: Dawn of War, Pitched Battle Environment: Deathworld, Overconfident Enemy: Daemons, Guard Allied Forces: Chaos Marines		
JOURA WARZONE (Medium)	<b>NEW PERTH</b> <i>advanced world, industrial</i> Deployment: Pitched Battle, Spearhead Environment: Overconfident, Touch of Fear Enemy: Tau (adv. humans) Allied Forces: Orks, Eldar		
	<b>SPARAS</b> <i>paradise world, verdant</i> Deployment: Dawn of War, Spearhead Environment: Overconfident, Touch of Fear Enemy: Eldar, Dark Eldar Allied Forces: Tau (advanced humans)		
	<b>JOURA</b> <i>deathworld, massive jungle</i> Deployment: Cleansing of Joura Environment: (see special mission) Enemy: Tyranids (beasts) Allied Forces: None		
GHOST WORLDS WARZONE (Medium)	<b>HYCANIA</b> <i>agri-world, tropical zones</i> Deployment: Dawn of War Environment: Deathworld Enemy: Orks Allied Forces: Tyranids (captured beasts)		
	<b>OVID III</b> <i>abandoned world, ancient ruins</i> Deployment: Dawn of War, Pitched Battle Environment: Overconfident, Deathworld Enemy: Necrons Allied Forces: None		
	<b>LEMINITUS</b> <i>advanced world, seduced by Chaos</i> Deployment: Pitched Battle, Spearhead Environment: Temperate Enemy: Guard Allied Forces: Chaos Marines		



# Kallastin: Against the Stratocracy

After a grueling siege, the 1st Army forced the defenders of Kallastin back to their hive capitol. With his rear lines secured Macharius attacked, in a bold strike aimed at capturing the Kallastin seat of government and their ruling stratocrats. The dense urban fighting was intense, as the 1st Army struck before its quarry could flee to safety.

## SET-UP

- 1 Mark the center of the table, and determine the deployment zone vector based off of it using the standard Apocalypse setup rules.
- 2 The Kallastin side sets up their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.
- 3 The Imperial side set up their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.
- 4 Roll a d6. On a 6 the Kallastin forces go first.

## SCENARIO SPECIAL RULES

*Deep Strike, Infiltrate*

Imperial Assets: *Careful Planning, Flank March, Blind Barrage, Scheduled Bombardment*

Kallastin Assets: *Strategic Redeployment, Bunkers, Supreme Headquarters (Kallastin Senate)*

**GAME LENGTH:** See the *All or Nothing* scenario rule. At the end of each turn (starting on turn 4), evaluate the objectives.

## MISSION OBJECTIVE

The Imperial forces are trying to crush the Kallastin high command once and for all. Use the standard Apocalypse objective rules to determine victory, taking the *All or Nothing* rule into account.

## HISTORICAL BATTLE

Armies Present: 1st Army, Witchhunters

Opponents: Guard (Kallastin), Lost and the Damned

Recommended Point Levels: 6,000 per side

Recommended Special Rules: **Apocalypse Battle**

*Kallastin Senate:* The seat of power is vital to the defenders. Kallastin units within 12" gain *Feel No Pain*.

*All or Nothing:* The only objectives are the Kallastin Senate and the Lord Macharius. To win, the Imperials must capture the Kallastin Senate. While the the Kallastin side must eliminate the Lord Solar to win. Starting at the end of turn 4, the game ends if either of the objectives have been achieved. If neither objective has been achieved by the end of turn 6 (or both are achieved on the same turn), the game is a draw. This game may be played several times to determine a clear victor.

## HISTORICAL NOTE

Optional heroes present: Macharius, Bradley, Kemal, Martel, Hollweg

"The Merican bulwark, giant Bradley came up first, broke the Kallastin line and gave his men some hope, hacking the bravest man the Stratocracy fielded, Acamas tall and staunch. The first to strike, Bradley hit the ridge of the helmet's horsehair crest - the glowing point struck in Acamas' forehead pounding through the skull and the dark came swirling down to shroud his eyes"

Mighty Kemal next, struck down Axylus and Caliseus, killing both the man and his aide-in-arms at once. Axylus and Caliseus who always fought at his side - both at a stroke he drove beneath the earth."

- *The Pacificar, Verse VI* by Warlord Arminius, on the Siege of Kallastin



# Cleansing of Joura

Joura was perhaps the most dangerous deathworld discovered during the Crusade. Macharius waged war against the entire world's ecosystem, but time and time again the 1st Army had to hold their lines against massive counter-attacks by the world's predators. Only through bloody sacrifice was the world beaten into submission.

## SET-UP

- 1 Mark the center of the table, and determine the deployment zone vector based off of it using the standard Apocalypse setup rules.
- 2 The Imperial side sets up their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.
- 3 The Jouran side sets up half their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.
- 4 Roll a d6. On a 6 the Imperial forces go first.

## SCENARIO SPECIAL RULES

*Infiltrate* (Joura only)

Imperial Assets: *Hold at all Costs*, *Minefields*, *Obstacles*, *Scheduled Bombardment*

Jouran Assets: *Tunnels*, *Camouflage*

**GAME LENGTH:** 6 turns

## MISSION OBJECTIVE

The Imperial forces are trying to hold their positions in the face of a wave of predators. Use the standard Apocalypse objective rules to determine victory.

## HISTORICAL BATTLE

Armies Present: 1st Army, Rogue Traders

Opponents: Tyranids (Jouran xenofoms)

Recommended Point Levels: 8,000 per side

Recommended Special Rules: **Apocalypse Battle**

*Deathworld:* The entire board grants 6+ cover and counts as difficult terrain due to thick foliage and mist. All area terrain counts as dangerous terrain.

*Limitless:* If destroyed, Jouran infantry and beast units may re-enter play as Reserves. They enter within 6" of a randomly determined, Jouran controlled objective using the *Deep Strike Mishap* rules.

*Firebase:* The board within 24" of each Imperial deployment zone objective has been cleared. The *Deathworld* rule does not apply in these areas.

## HISTORICAL NOTE

Optional heroes present: Bradley, Martel, Hollweg, Thrift, Pizarro



**Major-General Bradley and Merican forces repel monstrosities on Joura**



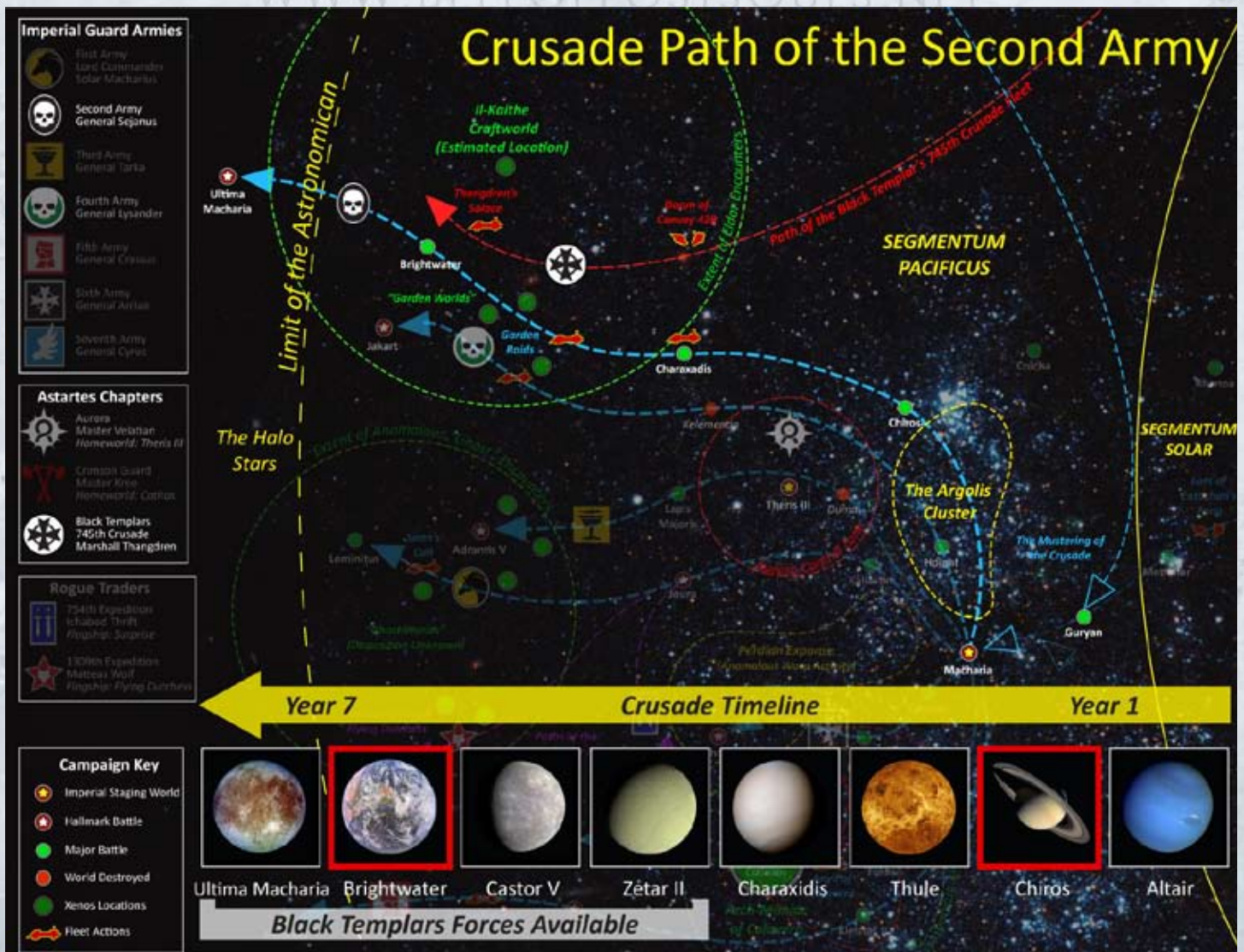
# SECOND ARMY GROUP CAMPAIGN CHRONOLOGY

General Horatio Sejanus was handpicked by Lord Macharius to lead the Second Army Group. The army is based around a strong core of Mordian Iron Guard with mixed support contingents of Barac Pioneers and Cadian armored regiments.

Under the stoic command of Sejanus, the Second Army was an unstoppable force. It conquered more worlds than any other army group and travelled the furthest. The old Mordian himself planted the Aquila on Ultima Macharius before turning back. The army's two hallmark campaigns were against Colonel Richelieu on Chiros and the bitter two-year war versus the Eldar of Il-Kaithe.



*Army motto: "Second to None"*

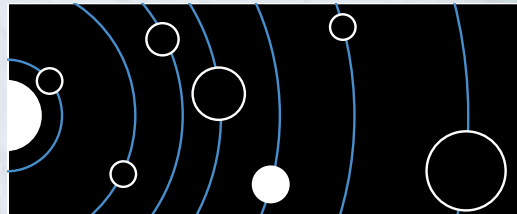


# ARGOLIS CLUSTER WARZONE (Small)

## ALTAIR

*water world, scrubby islands*

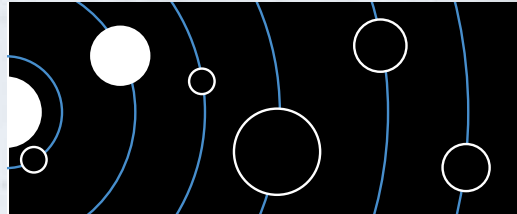
Deployment: Dawn of War, Pitched Battle  
Environment: Radiation, Detestation  
Enemy: Daemons  
Allied Forces: Guard



## CHIOS

*hive world, industrial*

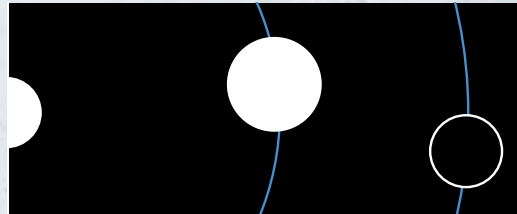
Deployment: Richelieu's Last Stand  
Environment: (see special mission)  
Enemy: Guard (Red Guard)  
Allied Forces: Daemonhunter Adversaries



## THULE

*mining world, barren valleys and ravines*

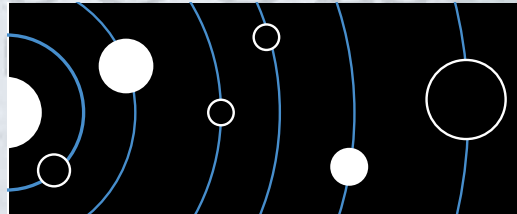
Deployment: Pitched Battle, Spearhead  
Environment: Radiation, Misdirection  
Enemy: Tyranids (beasts), Tau  
Allied Forces: Orks



## CHARAXIDIS

*gas giant, orbital navy stations*

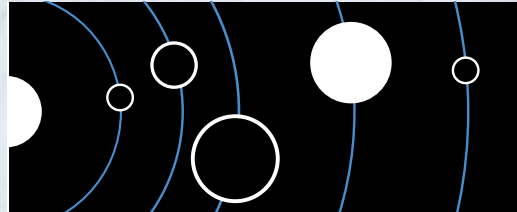
Deployment: Dawn of War, Spearhead  
Environment: Radiation, Detestation  
Enemy: Guard  
Allied Forces: Daemons, Chaos Marines



## ZETAR II

*agri-world, feudal*

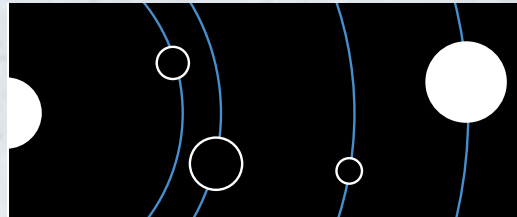
Deployment: Pitched Battle, Spearhead  
Environment: Detestation, Misdirection  
Enemy: Eldar (Il-Kaithe), Tyranids  
Allied Forces: None



## CASTOR V

*paradise world, tropical*

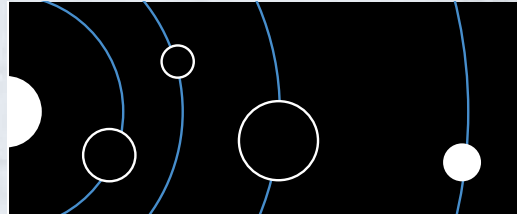
Deployment: Dawn of War, Spearhead  
Environment: Detestation, Misdirection  
Enemy: Eldar (Il-Kaithe)  
Allied Forces: Tyranids (beasts)



## BRIGHTWATER

*paradise world, verdant*

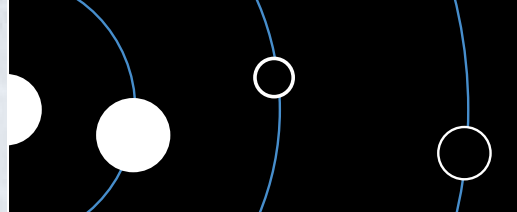
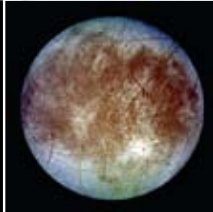
Deployment: The Grand Trap  
Environment: (see special mission)  
Enemy: Eldar (Il-Kaithe)  
Allied Forces: Witch Hunter Adversaries



## ULTIMA MACHARIA

*abandoned world, sparse vegetation*

Deployment: Pitched Battle  
Environment: Detestation  
Enemy: Tyranids (beasts)  
Allied Forces: None



# CHARAXIDIS WARZONE (Small)

# GARDEN WORLDS WARZONE (Large)



# Chiros: Richelieu's Last Stand

At Chiros General Horatio Sejanus led his 2nd Army against his old mentor, the arch-heretic Colonel Richelieu. The two old men were masters of war and knew every feint and counter-feint of battle. In a cold-blooded campaign marked by its lack of quarter and brutal efficiency, the famed Red Guard of Chiros were consigned to history.

## SET-UP

- 1 Mark the center of the table, and determine the deployment zone vector based off of it using the standard Apocalypse setup rules.
- 2 The Imperial side sets up their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.
- 3 The Red Guard side set up their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.
- 4 Roll a d6. On a 6 the Red Guard forces go first.

## SCENARIO SPECIAL RULES

*Deep Strike, Infiltrate*

Imperial Assets: *Ambush, Flank March, Blind Barrage, Scheduled Bombardment*

Red Guard Assets: *Careful Planning, Vortex Grenade, Disruptor Beacon, Jammers, Long Range Ack-Ack*

**GAME LENGTH:** *Random Game Length* (using Random Game Length rules from the 5th Edition rulebook)

## MISSION OBJECTIVE

The Imperial forces are trying to crush the Chiros Red Guard with a steady 24-hour assault on all fronts. Use the standard Apocalypse objective rules to determine victory, taking the *This is Personal* rule into account.

## HISTORICAL BATTLE

Armies Present: 2nd Army

Opponents: Guard (Red Guard)

Recommended Point Levels: 6,000 per side

Recommended Special Rules: **Apocalypse Battle**

*Master of War:* The Red Guard may arrange the board outside of the Imperial deployment zone after looking over the enemy forces present, but before deployment.

*This is Personal:* This fight is personal to the two army commanders. Sejanus and Richelieu are mandatory and each counts as an additional single mobile objective. If either is killed, it is awarded to the opposing side.

## HISTORICAL NOTE

Heroes present: Sejanus, Richelieu, Batory

"Richelieu swung - his maul's long shadow flew - and struck Batory's cuirass, that awesome seven-layered heirloom of Mordia. Starting with the outside layer of bronze, it tore through six layers, but the seventh stopped the relentless blow.

But Great Batory let his sabre's shadow fly and hit Richelieu full on, smashing the ancient, finely worked Rosarius, tearing the war-shirt. But the Colonel swerved aside, dodging black death.

Both snatched at their pistols, wrenching them from holsters and went for each other like lions rending flesh."

- *The Pacificar, Verse IX* by Warlord Arminius, on the Battle of Chiros

# Brightwater: The Grand Trap

Brightwater was the scene of the most complex prepared battlefield seen during the Crusade. The Eldar forces of Il-Kaithe Craftworld had to run a gauntlet of minefields, razor wire and the like to breakout of their staging points. Facing them were the 2nd Army's Cadian Armoured Corps and Black Templars under Marshal Thangdren.

## SET-UP

- 1 Position the tables to build a 4' x 12' board. Divide this board into three 4'x4' zones.
- 2 The Eldar set up their forces in either end zone. Any forces not set up are held in Strategic Reserve. Eldar reserves arrive from any table edge in their deployment zone.
- 3 The Imperial forces sets up half of their army in the remaining two continuous zones. Any forces not set up are held in Strategic Reserve. Imperial reserves arrive from any table edge in their deployment zone.
- 4 Roll a D6. On a 6, the Imperial side goes first.

## SCENARIO SPECIAL RULES

*Deep Strike* (Black Templars only)

Imperial Assets: *Bunkers* (center zone only), *Minefield*, *Obstacles*, *Long Range Ack-Ack*

Eldar Assets: *Shield Generator*, *Vortex Grenade*

**GAME LENGTH:** 6 turns

## MISSION OBJECTIVE

The Eldar forces are trying to break through the Imperial defensive belts to reach safety. Use the standard Apocalypse objective rules to determine victory taking the *Breakout* rule into account.

## HISTORICAL BATTLE

Armies Present: 2nd Army, Cadian Armored Corps, Black Templars

Opponents: Il-Kaithe Eldar

Recommended Point Levels: 8,000 per side

Recommended Special Rules: **Apocalypse Battle**

*Prepared Defences:* Until the beginning of Turn 2, all Imperial forces gain a 4+ cover save.

*Breakout:* Split the six objective markers equally between the two Imperial zones. An objective may be "picked up" by any Eldar unit which starts its turn in contact with it. Eldar units may only claim an objective by carrying an objective off any table edge (both the unit and objective are removed and may not return).

## HISTORICAL NOTE

Optional heroes present: Farragut, Apfel, Thangdren, Llong, Tuireann



**Mordians blunt an Il-Kaithe offensive on Brightwater**



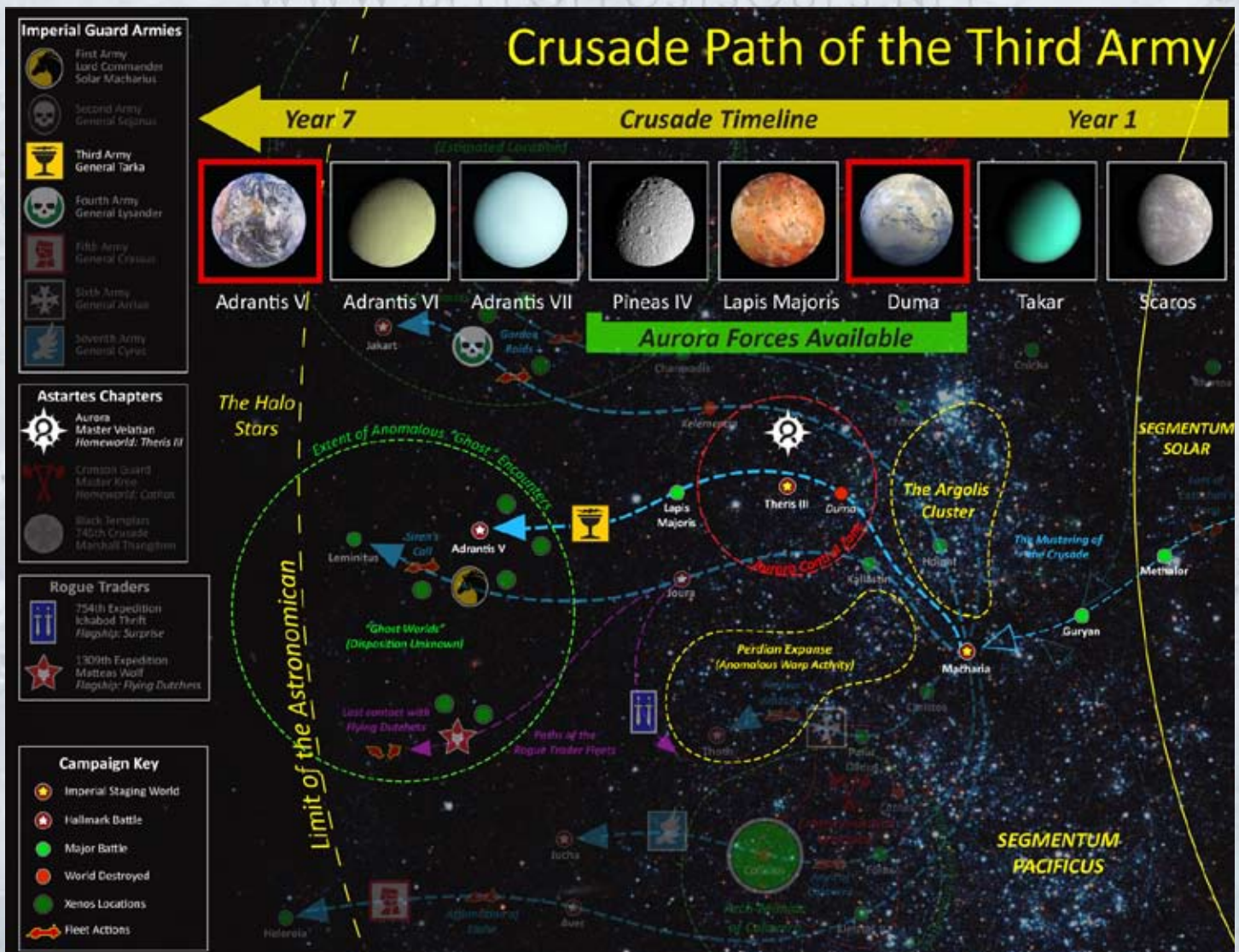
# THIRD ARMY GROUP CAMPAIGN CHRONOLOGY


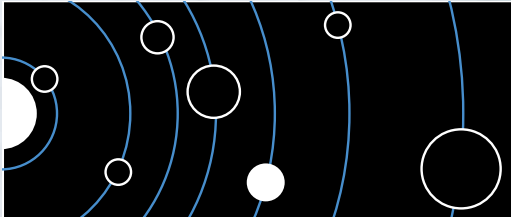
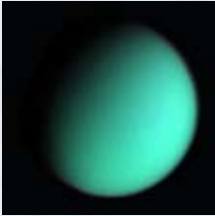
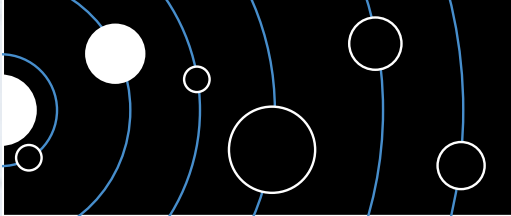

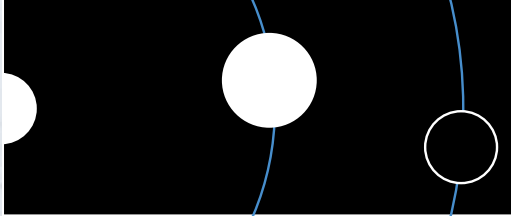

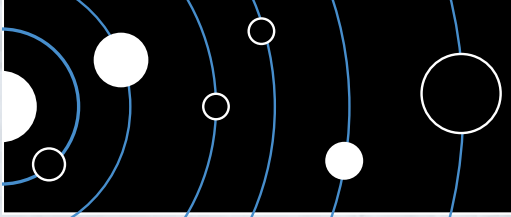

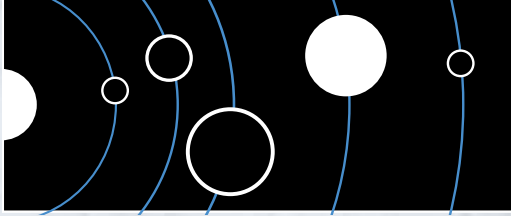

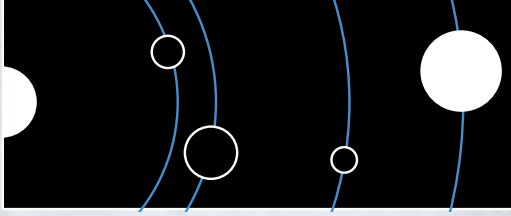

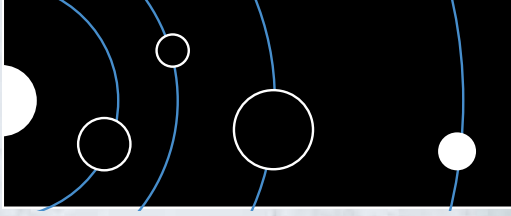

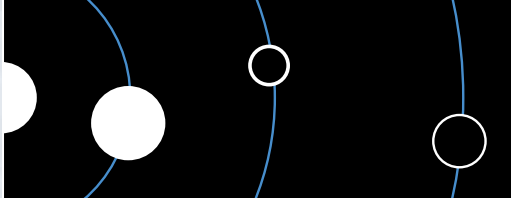
General Tarka was the youngest of Macharius' Army Group leaders. He was a Cadian and a good friend of Macharius. The Lord Solar sent him alongside his own First Army as a precautionary measure due to his relative youth.

Tarka's Third Army was based around a solid steel core of Cadian Shock Troops backed up with the specialized formations from Genswick and Elysia. They made excellent progress during the Crusade, surpassing even the Lord Solar's battlefleet. They are most remembered for their performance during the Scouring of Duma and the three year siege of Adrantis V.



*Army motto: "It Will be Done"*



TAKAR WARZONE (Small)	<p><b>SCAROS</b> <i>advanced world, rugged mountains</i></p> <p>Deployment: Dawn of War, Pitched Battle Environment: Untested, Espionage Enemy: Orks, Chaos Marines Allied Forces: <i>Tyranids (beasts)</i></p>		
	<p><b>TAKAR</b> <i>desert world, barren copper dunes</i></p> <p>Deployment: Pitched Battle, Spearhead Environment: Untested, Espionage Enemy: Guard, Daemons Allied Forces: <i>Chaos Marines</i></p>		
THE AURORA WARZONE (Medium)	<p><b>DUMA</b> <i>polluted nocturnal world, fortresses</i></p> <p>Deployment: Scouring of Duma Environment: (see special mission) Enemy: Chaos Marines, Alpha Legion Allied Forces: <i>Guard</i></p>		
	<p><b>LAPIS MAJORIS</b> <i>mining world, advanced domed cities</i></p> <p>Deployment: Dawn of War, Spearhead Environment: Espionage, Attrition Enemy: Tau (Adrantis), Dark Eldar Allied Forces: <i>None</i></p>		
	<p><b>PINEAS IV</b> <i>dead world, ruins, toxic atmosphere</i></p> <p>Deployment: Pitched Battle, Spearhead Environment: Attrition Enemy: Necrons Allied Forces: <i>Tau (Adrantis)</i></p>		
ADRANTIS WARZONE (Medium)	<p><b>ADRANTIS VII</b> <i>ice world, advanced cities</i></p> <p>Deployment: Dawn of War, Spearhead Environment: Untested, Attrition Enemy: Tau (Adrantis), Necrons Allied Forces: <i>None</i></p>		
	<p><b>ADRANTIS VI</b> <i>agri-world, advanced cities</i></p> <p>Deployment: Pitched Battle Environment: Attrition Enemy: Tau (Adrantis), Necrons Allied Forces: <i>None</i></p>		
	<p><b>ADRANTIS V</b> <i>paradise world, advanced cities</i></p> <p>Deployment: Siege of Adrantis V Environment: (see special mission) Enemy: Tau (Adrantis), Necrons Allied Forces: <i>None</i></p>		



# The Scouring of Duma

Duma was the sight of a war of annihilation against a force of Chaos Marine renegades under the sway of a force of Alpha Legion legionnaires. Master Velatian led the 3rd Army's assault on the renegades headquarters, facing his arch-nemesis Master Sorge. Velatian was sorely tested, faced with evidence of his own men's fall to Chaos.

## SET-UP

- 1 Mark the center of the table, and determine the deployment zone vector based off of it using the standard Apocalypse setup rules.
- 2 The Chaos side sets up their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.
- 3 The Imperial side set up their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.
- 4 Roll a d6. On a 6 the Chaos forces go first.

## SCENARIO SPECIAL RULES

*Deep Strike, Infiltrate*

Imperial Assets: *Careful Planning, Hold at all Costs, Orbital Bombardment*

Chaos Assets: *Ambush, Blind Barrage, Supreme Headquarters*

## MISSION OBJECTIVE

The Imperial forces are trying to eliminate all traces of the renegade marine leaders. Use the standard Apocalypse objective rules to determine victory, taking the *Last Stand* rule into account.

## HISTORICAL BATTLE

Armies Present: 3rd Army, Aurora, Witchhunters

Opponents: Chaos Marines, Chaos Daemons

Recommended Point Levels: 6,000 per side

Recommended Special Rules: **Apocalypse Battle**

*Infernal Altars:* The three objectives placed by the Chaos player are warp foci. Daemons may be summoned within 6" of these with no scatter.

*Last Stand:* The Chaos Marines fighting alongside the Alpha Legion are Aurora Astartes twisted into service of the Ruinous Powers by Captain Sorge. Place a 7th objective on the location where the first Chaos Marine HQ is killed. This objective counts as double.

**GAME LENGTH:** *Random Game Length* (using Random Game Length rules from the 5th Edition rulebook)

## HISTORICAL NOTE

Heroes present: Velatian, Sorge; Optional heroes present: Tarka, Silang, Sulaco



Aurora and Elysians engage Alpha Legionnaires on Duma

# The Siege of Adrantis V

The Lord Solar personally directed the final phases of the Siege of Adrantis V. This longest and most bitter campaign of the Crusade tested the 3rd Army to its limit. In Adrantis, the Imperium faced a foe equal to their own, defiant and proud. Struggling through despair and famine Macharius led his men to ultimate victory, but at a terrible cost.

## SET-UP

- 1 Mark the center of the table, and determine the deployment zone vector based off of it using the standard Apocalypse setup rules.
- 2 The Imperial side sets up their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.
- 3 The Adrantis side set up their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.
- 4 Roll a d6. On a 6 the Adrantis forces go first.

## SCENARIO SPECIAL RULES

*Deep Strike* (Adrantis only)

Imperial Assets: *Hold at all Costs*, *Camouflage*, *Blind Barrage*

Adrantis Assets: *Shield Generator*, *Vortex Grenade*, *Supreme Headquarters*

## MISSION OBJECTIVE

The Imperial forces are trying to break through the Adrantis defence grid. Use the standard Apocalypse objective rules to determine victory taking the *Hold the Line* rule into account.

## HISTORICAL BATTLE

Armies Present: 3rd Army, Witchhunters

Opponents: Adrantis Union (Tau and Necrons)

Recommended Point Levels: 10,000 per side

Recommended Special Rules: **Apocalypse Battle**

*Adrantis Defense Grid*: Place a series of four Necron Monoliths, at equal intervals between the deployment zones. These monoliths are under Adrantis control, but are immobile and do not possess a Monolith Portal.

*Hold the line*: Place the five objective markers equally along the strip between the deployment zones. The center objective is worth double.

**GAME LENGTH:** 6 turns

## HISTORICAL NOTE

Optional heroes present: Macharius, Marquette, Tarka, Collins, Horrocks, Sark

"Great Horrocks now - forever aiming at Sark, trying to strike his helmet flashing bronze but Sark was far too seasoned, combat-tested, broad shoulders hunched under his full-moon shield, his eyes peeled for a whistling shot or thudding blast. Sark knew full well the tide of battle had turned but still stood firm, defending die-hard comrades."

- *The Pacificar, Verse XXI* by Warlord Arminius, on the Siege of Adrantis



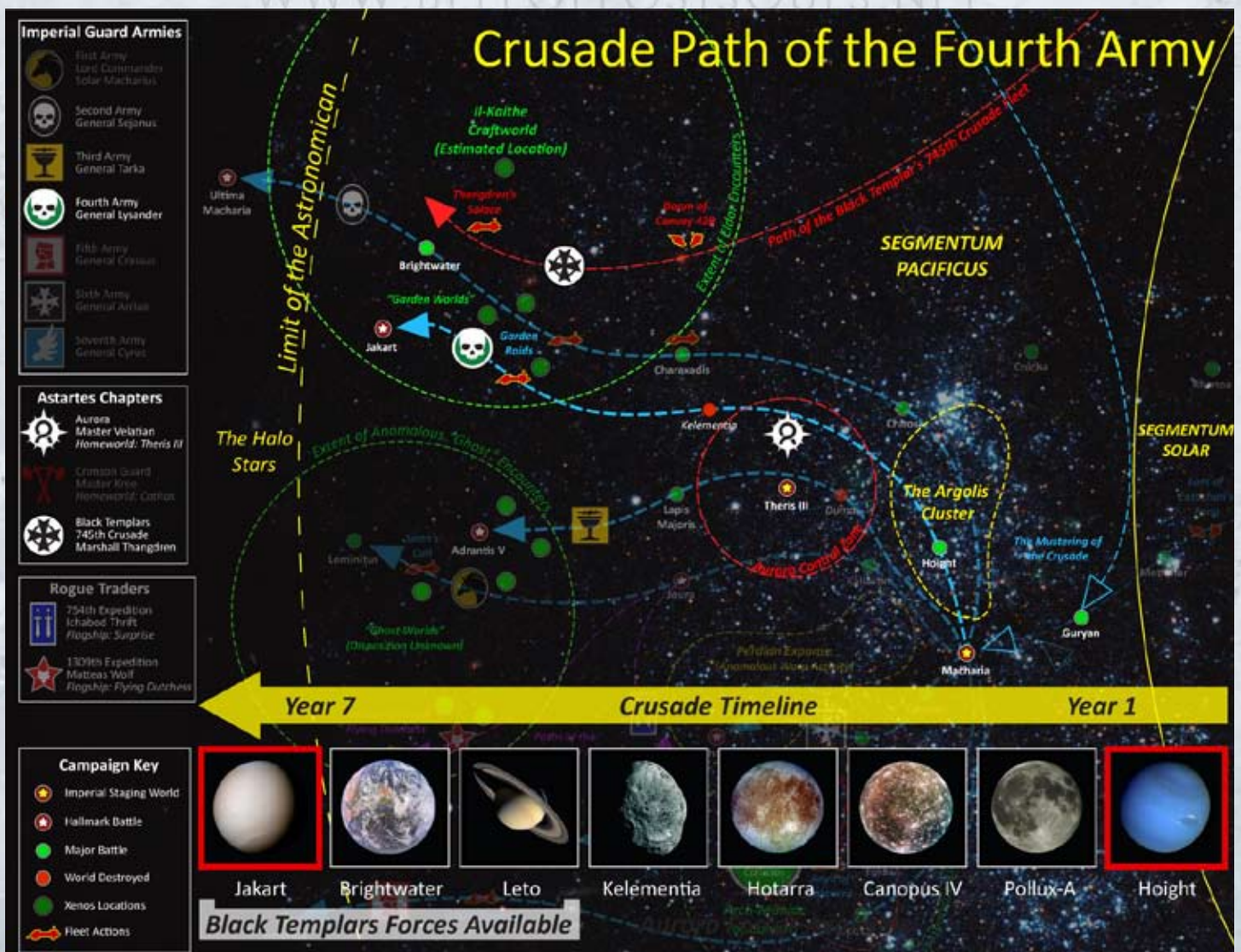
# FOURTH ARMY GROUP CAMPAIGN CHRONOLOGY


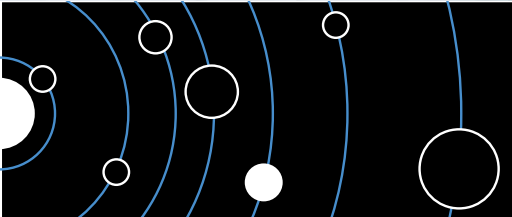

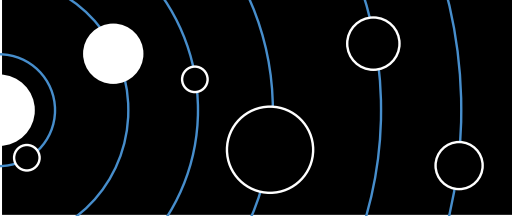

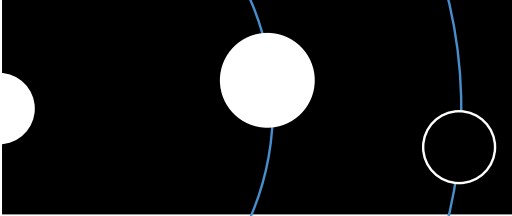
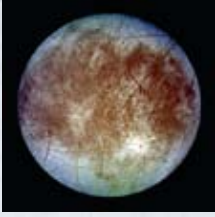
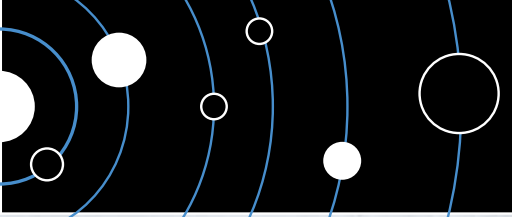

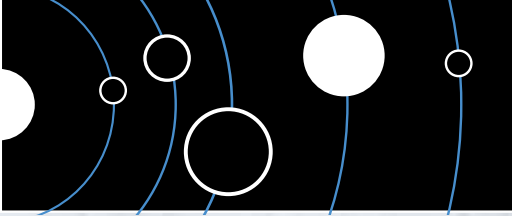

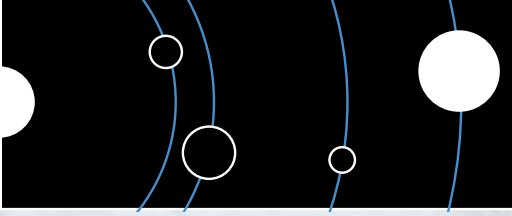

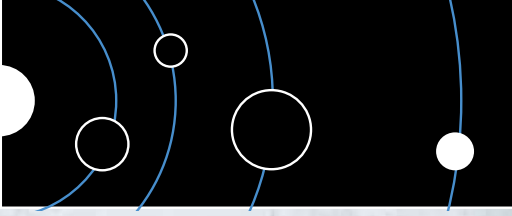

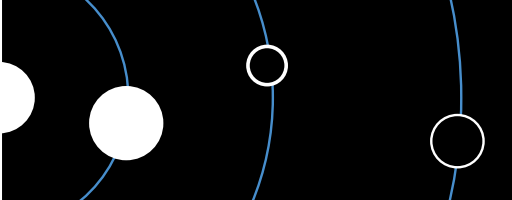
General Amar Lysander was considered the Imperial Guard's undisputed master of maneuver warfare. Macharius organized the fast-moving Fourth Army Group around a core of Tallarn Desert Raiders backed up by fierce Kanak and mechanized Steel Legion forces. It was an army perfectly suited to Lysander's way of war.

The Fourth Army was assigned the northern route alongside Lysander's friendly rival, General Sejanus of Mordia. The two generals complemented each other well and together covered the most ground of any of the Crusade's three fronts. Lysander is most remembered for his campaign against the Eldar of Il-Kaithe and the Orks of Jakart.



*Army motto: "Phantom Corps"*



HOIGHT WARZONE (Small)	<b>HOIGHT</b> <i>paradise world, advanced cities</i> Deployment: Paradise Lost Environment: (see special mission) Enemy: Guard (Hoight) Allied Forces: Tyranids (beasts)		
	<b>POLLUX-A</b> <i>occupied moon, underground bases</i> Deployment: Pitched Battle, Dawn of War Environment: Countdown, Mercurial Enemy: Chaos Marines, Orks Allied Forces: Daemonhunter Adversaries		
KELEMENTIA WARZONE (Medium)	<b>CANOPUS IV</b> <i>blighted world, hives, ash deserts</i> Deployment: Dawn of War, Spearhead Environment: Countdown, Mercurial Enemy: Chaos Daemons, Guard Allied Forces: Chaos Marines		
	<b>HOTARRA</b> <i>ice world, tundra, domed outposts</i> Deployment: Pitched Battle, Spearhead Environment: Paradise, Mercurial Enemy: Tau (adv. humans), Guard Allied Forces: Witch Hunter Adversaries		
	<b>KELEMENTIA</b> <i>asteroid belt, naval boarding actions</i> Deployment: Spearhead Environment: Countdown Enemy: Dark Eldar Allied Forces: None		
GARDEN WORLDS WARZONE (Medium)	<b>LETO</b> <i>paraside world, verdant</i> Deployment: Dawn of War, Spearhead Environment: Paradise, Mercurial Enemy: Eldar (Il-Kaithe) Allied Forces: None		
	<b>BRIGHTWATER</b> <i>paradise world, rolling plains</i> Deployment: Pitched Battle, Spearhead Environment: Paradise, Countdown Enemy: Eldar (Il-Kaithe) Allied Forces: None		
	<b>JAKART</b> <i>barren desert, rock outcroppings</i> Deployment: Purge of Jakart Environment: (see special mission) Enemy: Orks Allied Forces: Guard		



# Hoight: Paradise Lost

The Garden World of Hoight lay shrouded deep within the Argolis Cluster. It was protected from the lethal radiation of the cluster by a series of naturally occurring geo-magnetic nodes scattered about the planet's surface. These nodes had other unusual properties, harnessed by Hoight's defenders to protect their verdant paradise world.

## SET-UP

- 1 Mark the center of the table, and determine the deployment zone vector based off of it using the standard Apocalypse setup rules.
- 2 The Imperial side set up their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.
- 3 The Hoight side set up their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.
- 4 Roll a d6. On a 2+ the Imperial forces go first.

## SCENARIO SPECIAL RULES

Infiltrate (Hoight only), Deep Strike

*Imperial Assets:* Orbital Bombardment, Precision Strikes.

*Hoight Assets:* Jammers, Disruptor Beacon, Null field Generator.

## MISSION OBJECTIVE

The Imperial forces are trying to unlock the mystery of the Hoight Paladin's method of movement. Use the standard Apocalypse objective rules to determine victory, taking the *Sacred Groves* rule into account.

## HISTORICAL BATTLE

Armies Present: 4th Army, Witchhunters

Opponents: IG (Hoight)

Recommended Point Levels: 6,000 per side

Recommended Special Rules: **Apocalypse Battle**

*Sacred Groves:* The three objectives placed by the Hoight side must be marked with a stand of woods. Each of these objectives is worth double for victory purposes. Any unit that starts its turn within 3" of a Sacred Grove may, instead of moving, be removed from the table and immediately re-enter play using the Deep Strike rules within 6" of another Sacred Grove.

**GAME LENGTH:** *Random Game Length* (using Random Game Length rules from the 5th Edition rulebook)

## HISTORICAL NOTE

Optional heroes present: Lysander, Sayid, Arminius, Stanislaw,

Then Lysander, tall and stout, raked the emissary with insults, stinging taunts.

"What on Terra are you doing? How wrong it is, this anger you keep smoldering in your heart! Look, your people dying around this paradise, the sacred groves, dying in arms - and all for you!" The battle cries and the fighting flared up around the man. "You'd be the first to lash out at a kins-men you saw hanging back from this hateful war.

Up with you before all Hoight is torched to a cinder here and now!"

-*The Pacifcar, Verse IX* by Warlord Arminius, on the Battle of Hoight

# The Purge of Jakart

Jakart was the end for the 4th Army. This barren desert rock was the home of a nascent Waaagh released at last from centuries of purges by the Eldar of Il-Kaithe. Only a hardened core of Lysander's veterans remained, but it was enough to raise the Aquilla and stem the green tide, claiming Jakart as their final prize of the Crusade.

## SET-UP

- 1 Deployment zones are the two long board edges and must be at least 24" apart.
- 2 The Ork side sets up all of their forces in their deployment zone. No reserves are allowed.
- 3 The Imperial side sets up their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.
- 4 Roll a d6. On a 3+ the Ork forces go first.

## SCENARIO SPECIAL RULES

*Deep Strike* (Imperial only), *Infiltrate* (Ork only)  
Imperial Assets: *Hold at all Costs*, *Flank March*, *Orbital Bombardment*, *Vortex Grenade*.  
Ork Assets: *Ambush*, *Camouflage*, *Recon*, *Strategic Redeployment*

**GAME LENGTH:** 6 turns

## MISSION OBJECTIVE

The Imperial forces must eliminate all traces of the Waaagh's leaders. Use the standard Apocalypse objective rules to determine victory, taking the *Last Stand* rule into account.

## HISTORICAL BATTLE

Armies Present: 4th Army, Black Templars

Opponents: Orks

Recommended Point Levels: 8,000 per side

Recommended Special Rules: **Apocalypse Battle**

*Deep Desert:* The board is mainly empty, with only scattered hills and rock outcroppings permitted. Any unit which runs must make a dangerous terrain check.

*Last Stand:* The leaders of this Klan are leading a Waaagh that could threaten this entire sector. Place a 7th objective on the location where the first Ork HQ is killed. This objective counts as two objectives.

## HISTORICAL NOTE

Optional heroes present: Macharius, Lysander, Sayid, Arminius, Stanislaw, Thangdren, Pizarro



**Lysander's Tallarn ambush Il-Kaithe forces on Brightwater**



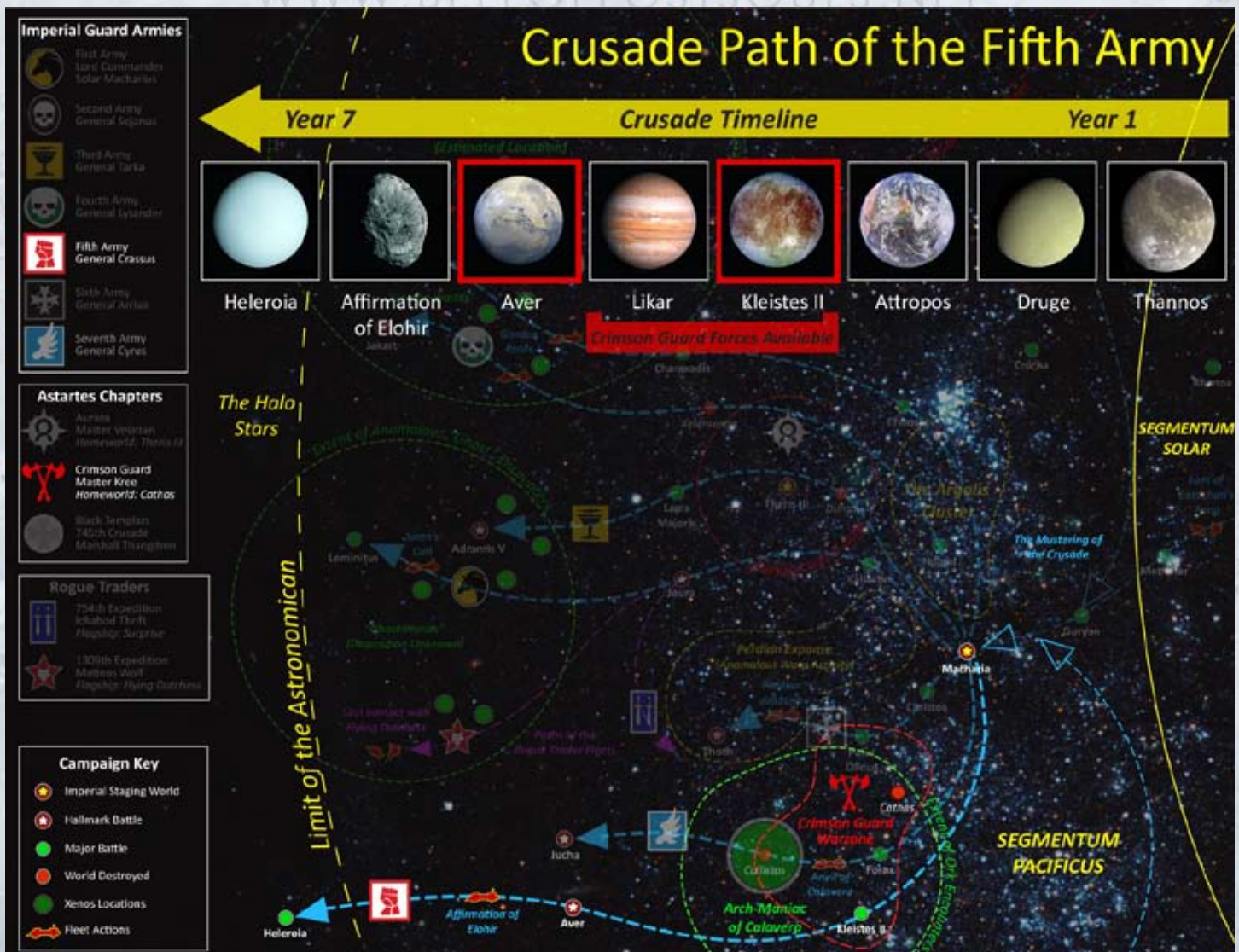
# FIFTH ARMY GROUP CAMPAIGN CHRONOLOGY


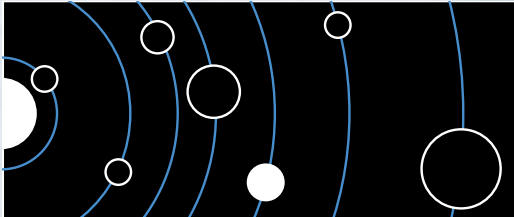

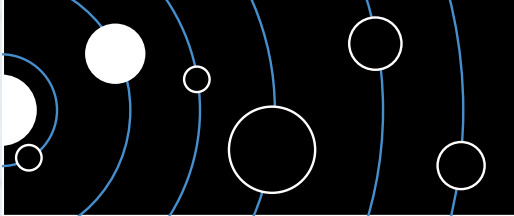

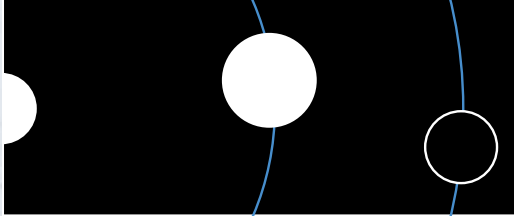
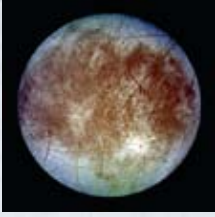
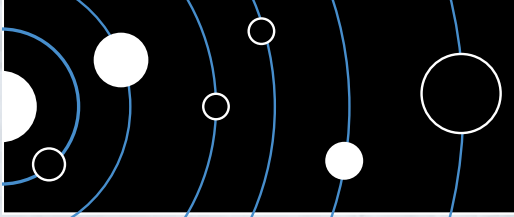

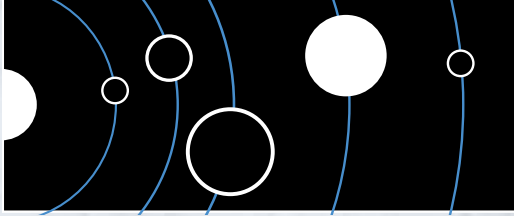

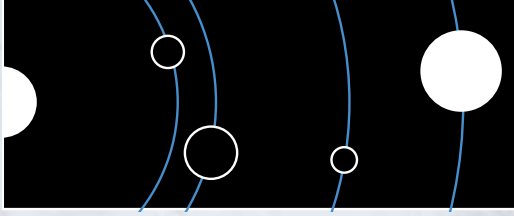

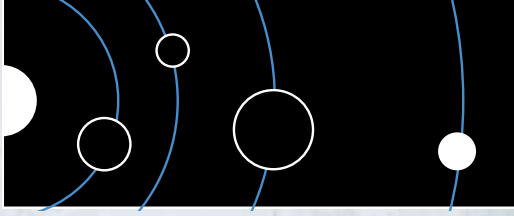

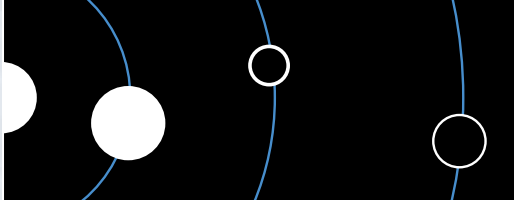
Lord Macharius personally selected General Crassus to lead the Fifth Army Group. They were to travel the furthest from the Lord Solar's route, and Crassus had a long history of operating deep in unexplored space waging war against xenos empires.

Macharius' trust was well placed, as Crassus' Fifth Army travelled the second furthest of the Crusade, just behind General Sejanus' Second Army. Crassus too explored into the Halo Stars beyond the limit of the Astronomican. His Fifth Army's famous actions included the war against the Orks of Calverna and the lengthy battle versus Kabalite Eldar on Aver and beyond.



*Army motto: "Steadfast and Strong"*



XENOS PACIFICATION WARZONE (Medium)	<b>THANNOS</b> <i>feral world, plains and woodlands</i> Deployment: Pitched Battle, Dawn of War Environment: Cold Blooded, Primal Enemy Enemy: Tyranids (beasts), Guard Allied Forces: Witch Hunter Adversaries		
	<b>DRUGE</b> <i>swamp world, wetlands, bogs</i> Deployment: Pitched Battle, Spearhead Environment: Cold Blooded, Primal Enemy Enemy: Eldar, Chaos Marines Allied Forces: Guard		
	<b>ATTROPOS</b> <i>advanced world, hives</i> Deployment: Dawn of War, Spearhead Environment: Cold Blooded, Vengeance Enemy: Guard Allied Forces: Necrons (robot forces)		
CALVERNA WARZONE (Small)	<b>KLEISTES II</b> <i>volcanic world, rocky lowlands</i> Deployment: Crimson Alliance Environment: (see special mission) Enemy: Orks (Calverna) Allied Forces: None		
	<b>LIKAR</b> <i>mining world, deserts and industrial ruins</i> Deployment: Pitched Battle, Spearhead Environment: Primal Enemy Enemy: Orks (Calverna) Allied Forces: Daemonhunter Adversaries		
KABALITE WARZONE (Medium)	<b>AVER</b> <i>storm world, dense mountains</i> Deployment: The Nightwalkers Environment: (see special mission) Enemy: Dark Eldar Allied Forces: None		
	<b>AFFIRMATION OF ELOHIR</b> <i>asteroid belt, naval boarding actions</i> Deployment: Spearhead Environment: Primal Enemy, Vengeance Enemy: Dark Eldar Allied Forces: Guard		
	<b>HELEROIA</b> <i>ice world, forests</i> Deployment: Dawn of War, Pitched Battle Environment: Cold Blooded Enemy: Orks (primitive humans) Allied Forces: Guard		



# Kleistes II: The Crimson Alliance

The 5th Army encountered both the Orks of Calverna and the Crimson Guard at Kleistes II. In a series of naval battles, General Crassus destroyed a Calverna warfleet and captured *Da Kablowee* intact with an explosive rok in its launch bay. The shipboard action was bloody and bitter but was the turning point for the Calverna campaign.

## SET-UP

- 1 Deployment zones are the two long board edges and must be at least 24" apart.
- 2 The Ork side sets up half of their forces in their deployment zone (rounded up). Roll a D6 for each remaining unit. On a 6 it is set up anywhere outside the Imperial deployment zone. Any forces not set up are held in Strategic Reserve.
- 3 The Imperial side set up their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.
- 4 Roll a d6. On a 2+ the Imperial forces go first.

## SCENARIO SPECIAL RULES

### Nightfight

Imperial Assets: *Jammers, Disruptor Beacon*

Ork Assets: *Tunnels, Shield Generator*

**GAME LENGTH:** *Random Game Length* (using Random Game Length rules from the 5th Edition rulebook)

## MISSION OBJECTIVE

The Imperial forces are trying to capture key areas of the ship (bridge, engine room, launch bay) before the Orks scuttle their ship. Use the standard Apocalypse objective rules to determine victory, taking the *Take the Ship* rule into account.

## HISTORICAL BATTLE

Armies Present: 5th Army, Crimson Guard

Opponents: Orks (Calverna)

Recommended Point Levels: 4,000 per side

Recommended Special Rules: **Apocalypse Battle**

*Shipboard action:* This battle is set in the dark cramped corridors of an Ork kill kroozer. No jump infantry, bikes, beasts, or vehicles (except walkers) may be used. All units gain the *Fleet* ability.

*Take the Ship:* Only three objectives are used and all must be placed in the area between deployment zones.

## HISTORICAL NOTE

Optional heroes present: Crassus, Timovich, Kree, Lo-Can



The Kabal of the Rubied Blade smash Elohir's lines on Aver



# Aver: The Nightwalkers

On Aver, the infamous Kabal of the Rubied Blade was cornered by Crassus' 5th Army. As night fell, Archon Vectux struck at the hastily prepared Imperial lines and broke out of the trap. The battle reached a climax as the Kabal hit the Imperial rear lines and struggled to scatter the Cadian and Harakoni defenders before reinforcements could arrive.

## SET-UP

- 1 Position the tables to build a 4' x 12' board. Divide this board into three 4'x4' zones.
- 2 The Dark Eldar set up their forces in either end zone. Any forces not set up are held in Strategic Reserve. Dark Eldar reserves arrive from any table edge in their deployment zone.
- 3 The Imperial forces sets up half of their army in the remaining two continuous zones. Any forces not set up are held in Strategic Reserve. Imperial reserves arrive from any table edge in their deployment zone.
- 4 Roll a D6. On a 6, the Imperial side goes first.

## SCENARIO SPECIAL RULES

*Night fight* (on turns 4,5 and 6)  
Imperial Assets: *Bunkers (center zone only), Minefield, Obstacles, Long Range Ack-Ack*  
Dark Eldar Assets: *Vortex Grenade, Strategic Redeployment*

**GAME LENGTH:** 6 turns

## MISSION OBJECTIVE

The Dark Eldar forces are trying to destroy the Imperial defensive forces before reinforcements arrive. Use the standard Apocalypse objective rules to determine victory taking the *Breakout* rule into account.

## HISTORICAL BATTLE

Armies Present: 5th Army

Opponents: Dark Eldar

Recommended Point Levels: 6,000 per side

Recommended Special Rules: **Apocalypse Battle**

*Prepared Defences:* Until the beginning of Turn 2, all Imperial forces gain a 4+ cover save.

*Breakout:* Split the six objective markers equally between the two Imperial zones. An objective may be "picked up" by any Dark Eldar unit which starts its turn in contact with it. Dark Eldar units may only claim an objective by carrying an objective off any table edge (both the unit and objective are removed and may not return).

## HISTORICAL NOTE

Heroes present: Vectux, Timovich, Elohir; Optional Heroes present: Crassus, Ackland

"Vectux hurled at *him* - a sudden glint of steel - but Elohir saw it coming and dodged the bright shaft just by a hair. The weapon caught Timovich, gallant Harakoni's son and Crassus' finest man, who made his home in the famous town of Panopeus, ruling leaders of men. Vectux speared him now - the point split the collarbone, slashing through and out by the shoulder's base, sticking out the back. He fell with a crash, his armor clanging round him"

- *The Pacificar, Verse XXXII* by Warlord Arminius, on the Battle of Aver



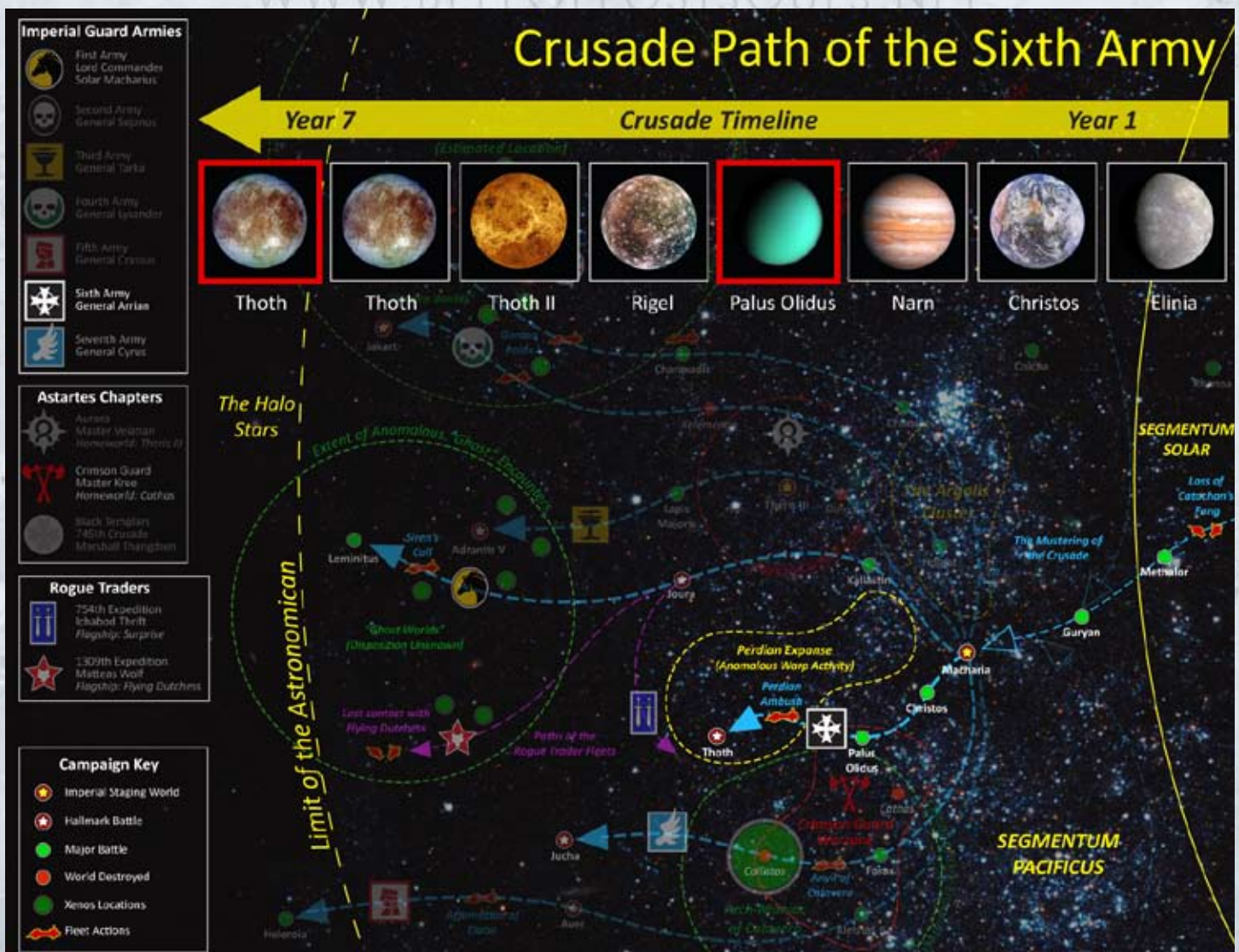
# SIXTH ARMY GROUP CAMPAIGN CHRONOLOGY


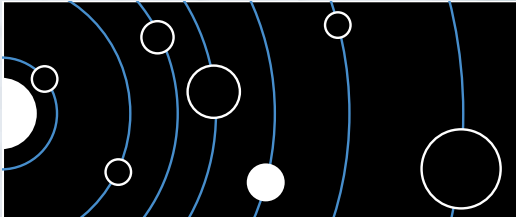

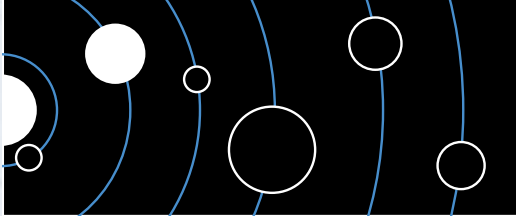

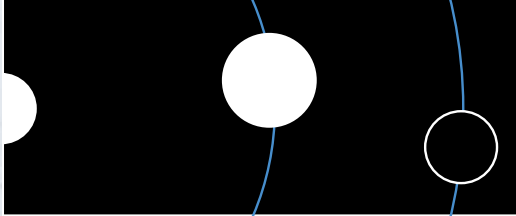
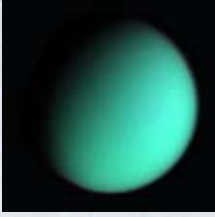
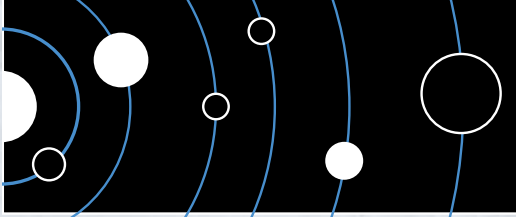

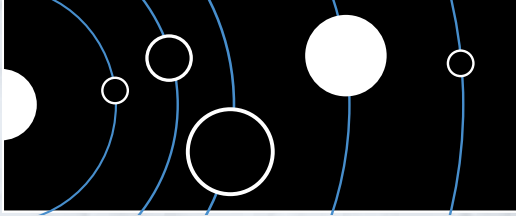

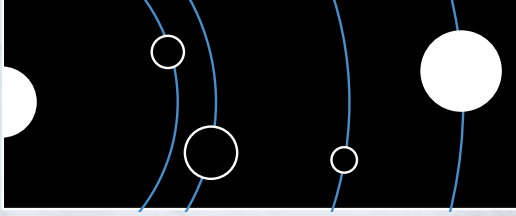
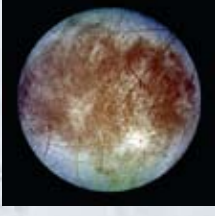
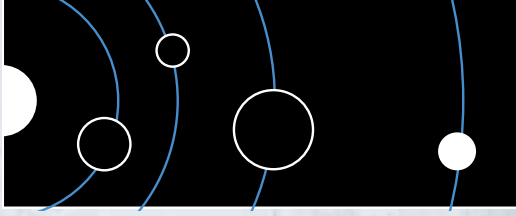
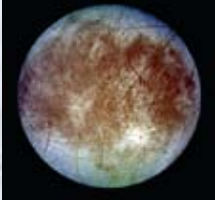
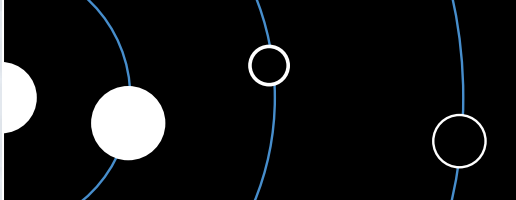
Lord Macharius was forced to select Commandant Arrian to lead the Sixth Army after the loss of the *Catachan's Fang* en route to Macharia. His army was to travel the least distance and suffer the heaviest casualties of the Crusade. Arrian's slow progress was a constant source of irritation for the Lord Solar and he had to make adjustments from his own First Army to make up the lost ground.

The hallmark battle of the Sixth Army was the backbreaking three-year Siege of Thoth. This hidden enclave of Chaos was destroyed, but the price in blood was astronomical, in the end claiming Commandant-General Arrian himself.



*Army motto: "Justice Will Prevail"*



CHRISTOS WARZONE (Small)	<b>ELINIA</b> <i>agri world, wetlands, island cities</i> Deployment: Dawn of War, Spearhead Environment: Criminal, Terror Enemy: Dark Eldar, Guard Allied Forces: None		
	<b>CHRISTOS</b> <i>paradise world, woodlands</i> Deployment: Dawn of War, Pitched Battle Environment: Criminal Enemy: Guard Allied Forces: Witch Hunter Adversaries		
PALUS OLIDUS WARZONE (Medium)	<b>NARN</b> <i>gas giant, orbital cities, industrial</i> Deployment: Bitched Battle, Spearhead Environment: Criminal, Man vs Nature Enemy: Tau (adv. humans) Allied Forces: Eldar		
	<b>PALUS OLIDUS</b> <i>death world, tropical</i> Deployment: Hunt for the Grub Mother Environment: (see special mission) Enemy: Tyranids (beasts) Allied Forces: None		
	<b>RIGEL</b> <i>polluted world, rugged valleys</i> Deployment: Pitched Battle Environment: Criminal, Terror Enemy: Guard, Chaos Daemons Allied Forces: Daemonhunter Adversaries		
THOTH WARZONE (Medium)	<b>THOTH II</b> <i>industrial moon, underground bases</i> Deployment: Dawn of War, Spearhead Environment: Criminal, Man vs Nature Enemy: Alpha Legion, Chaos Marines Allied Forces: Daemonhunter Adversaries		
	<b>THOTH - DESERT</b> <i>high desert, rocky outcroppings</i> Deployment: Spearhead Environment: Terror Enemy: Chaos Daemons Allied Forces: Guard		
	<b>THOTH - POLAR</b> <i>dense jungle, storms</i> Deployment: Heart of Darkness Environment: (see special mission) Enemy: Chaos Daemons Allied Forces: Guard		



# Palus Olidus: Hunt for the Grub-Mother

Palus Olidus was a steaming jungle world overrun with native monstrous insects. In the face of terrible Methalor casualties and defections, General Kariyapa's Catachans stepped forward. They hunted their prey through the world's dense foliage and succeeded in tracking and killing the world's Grub-Mother, securing the planet once and for all.

## SET-UP

- 1 Mark the center of the table. Determine the deployment zone vector based off of it using the standard Apocalypse setup rules.
- 2 The Palus Olidus side sets up half of their forces and the Grub-Mother in their deployment zone. Any forces not set up are held in Strategic Reserve.
- 3 The Imperial side set up their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.
- 4 Roll a d6. On a 6 the Palus Olidus forces go first.

## SCENARIO SPECIAL RULES

### *Infiltrate*

Imperial Assets: *Ambush, Camouflage*

Palus Olidus Assets: *Tunnels, Surgical Raids*

**GAME LENGTH:** 6 turns

## MISSION OBJECTIVE

The Imperial forces are trying to locate and kill the Grub Mother. Use the standard Apocalypse objective rules to determine victory.

## HISTORICAL BATTLE

Armies Present: Catachans, 6th Army

Opponents: Tyranids (Palus Olidus xenofoms)

Recommended Point Levels: 6,000 per side

Recommended Special Rules: **Apocalypse Battle**

*Deathworld:* The entire board grants 6+ cover due to thick foliage and mist. Forests are impassible terrain.

*Swarms:* If a Palus Olidus unit of gaunts, rippers, or gargoyles is destroyed it may re-enter play on the following turn using the *Deep Strike Mishap* rules.

*Grub-Mother:* The Grub-Mother is a *free* Scythed Heirodule. it is immobile but has a 3+ cover save. If it contests objective at the end of the game, the objective is worth +1 point. If killed, no Palus Olidus units may benefit from the *Synapse* power.

## HISTORICAL NOTE

Optional heroes present: Kariyapa, Savoy

"As the Grub-Mother opened her gaping maw the whole abyss lay bare and the fetid trees around her roared, terrible and deafening. Ashen terror gripped the men. Now she snatched six men from our party; the toughest, strongest hands I had. I could see their hands and feet already hoisted, flailing, high, higher, over my head - look comrades riven in agony, shrieking my name for one last time!

As I cut into her gluttonous flesh, she swung them back into her dark cavern and there bolted them down raw. Screaming out, flinging their arms towards me, lost in that mortal struggle. Of all the pitiful things I've had to witness, this wrenched my heart the most."

- *The Pacificar, Verse LVI* by Warlord Arminius, on the Conquest of Palus Olidus

# Thoth: Heart of Darkness

General Arrian met his end during the campaign for Thoth. His last mad battle saw the insane remnants of his army face nightmarish daemons and mutants in an orgy of bloodshed. Under tormented warp-tainted storms in a jungle of death quarter was neither asked nor received. Arrian won his victory at the cost of his army and his life.

## SET-UP

- 1 Mark the center of the table. Determine the deployment zone vector based off of it using the standard Apocalypse setup rules.
- 2 The Imperial side sets up their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.
- 3 The Chaos side set up their forces in their deployment zone (Chaos Daemon are held in reserve). Any forces not set up are held in Strategic Reserve.
- 4 Roll a d6. On a 4+ the Imperial forces go first.

## SCENARIO SPECIAL RULES

*Nightfight, Infiltrate*

Imperial Assets: *Vortex Grenade* (Arrian)

Chaos Assets: *Jammers*

**GAME LENGTH:** *Random Game Length* (using Random Game Length rules from the 5th Edition rulebook)

## MISSION OBJECTIVE

The Imperial forces are trying to secure the warp focusses surrounding the *Cursus*. Use the standard Apocalypse objective rules to determine victory.

## HISTORICAL BATTLE

Armies Present: 6th Army

Opponents: Chaos Daemons, Thoth Mutants (IG)

Recommended Point Levels: 8,000 per side

Recommended Special Rules: **Apocalypse Battle**

*Infernal Altars:* The six objectives placed are warp foci. If not under Imperial control, Chaos Daemons may be summoned within 6" of these with no scatter.

*Cursus of Thoth:* This warp portal nourishes the daemon army. Place it in the center of the table. If controlled by the Chaos player, all Daemons within 24" gain the *Feel No Pain* ability. If controlled by the Imperial player, all Daemon's lose the *Fearless* ability.

## HISTORICAL NOTE

Heroes present: Arrian; Optional heroes present: Kariyapa, Savoy, Monash



**Methalor fighting on Thoth (Arrian's polar campaign)**



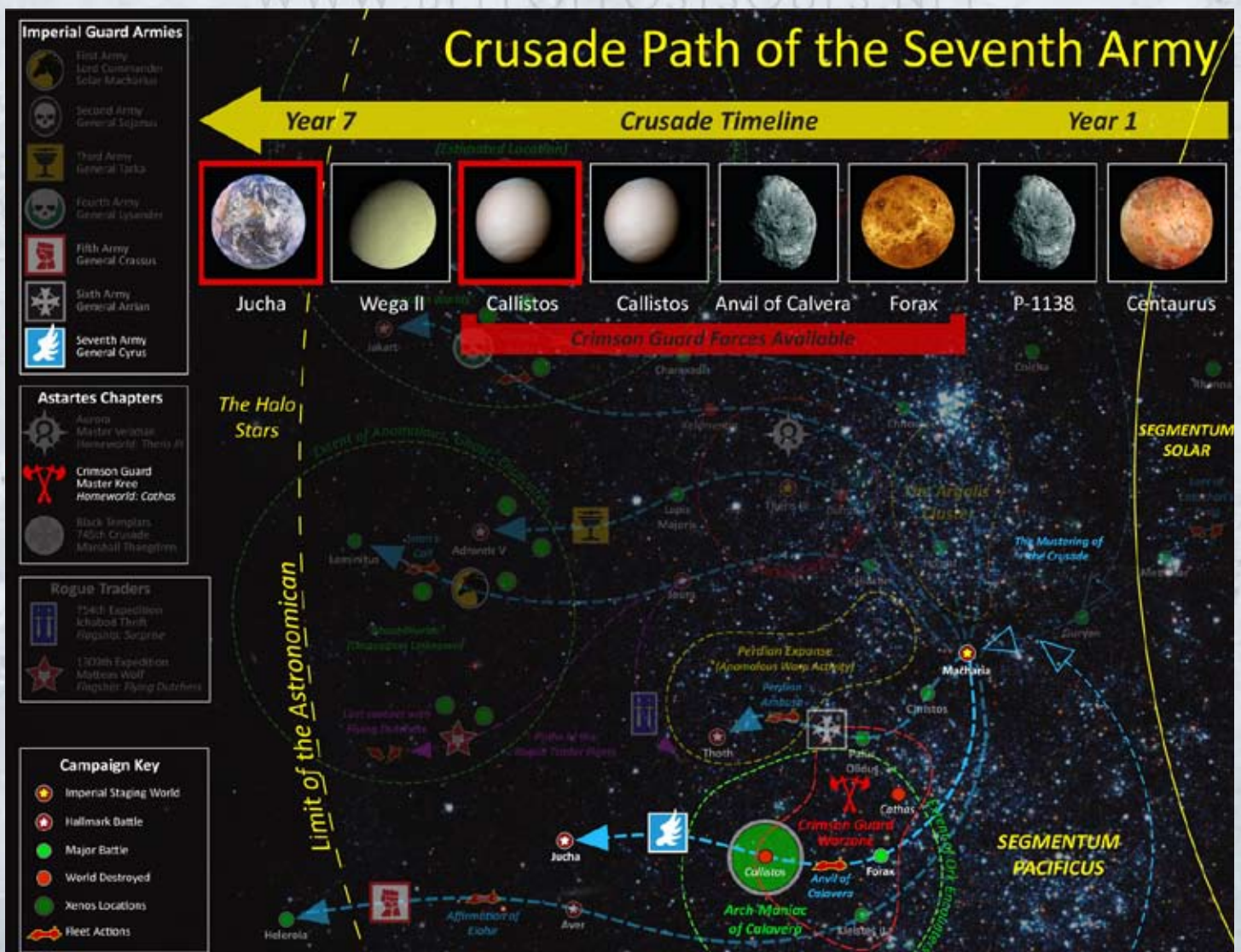
# SEVENTH ARMY GROUP CAMPAIGN CHRONOLOGY


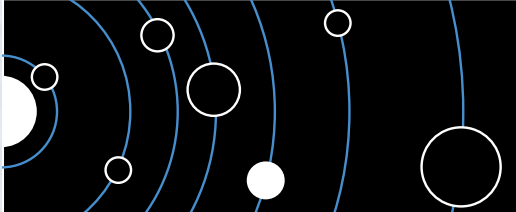

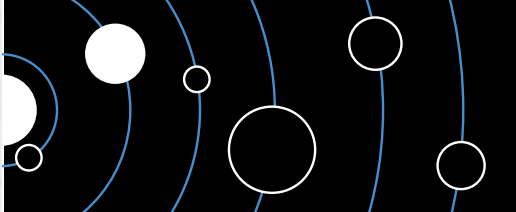

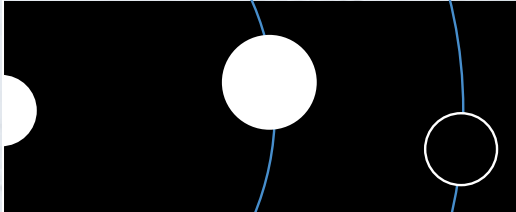

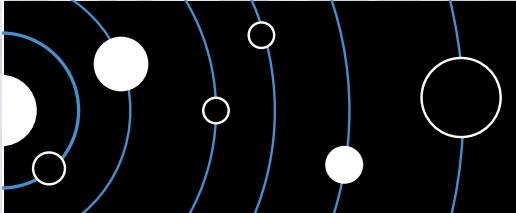

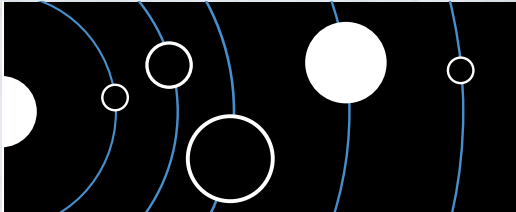

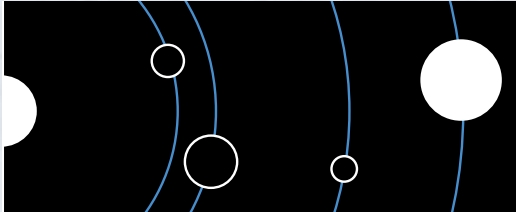

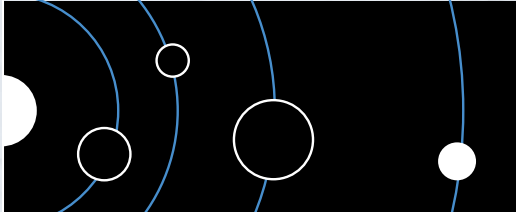

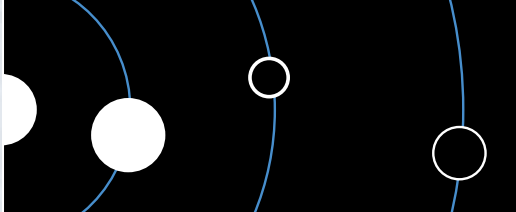
Lord Macharius recruited General Cyrus of Valhalla to lead the Seventh Army Group. The army was composed of a large contingent of these stoic icy warriors, backed up with a mixture of Catachan Jungle Fighters and St. Josmane's Hope Jackals. Cyrus was an experienced Ork hunter and initial Imperial Navy surveys indicated a strong possibility of greenskin empires in his designated Southern Front.

Cyrus' Seventh Army bore the brunt of the fighting against the Orks of Calvera and destroyed them in a lengthy campaign alongside the Crimson Guard. His second most famed conquest was the greenskin world of Jucha, which fell to his Jackal forces.



*Army motto: "Fire and Ice"*



CENTAURUS WARZONE (Small)	<p><b>CENTAURUS</b> <i>dead world, obelisks and ruins</i></p> <p>Deployment: Dawn of War, Spearhead Environment: Quickfooted Enemy: Eldar, Necrons Allied Forces: None</p>		
	<p><b>P-1138</b> <i>asteroid belt, underground bases</i></p> <p>Deployment: Spearhead Environment: Quickfooted, Explosive Ore Enemy: Dark Eldar, Eldar Allied Forces: None</p>		
CALVERNA WARZONE (Large)	<p><b>FORAX</b> <i>warp storms, volcanic ranges, ash lowlands</i></p> <p>Deployment: Pitched Battle, Dawn of War Environment: Explosive ore, Weary Enemy: Orks (Calverna), Daemons Allied Forces: None</p>		
	<p><b>ANVIL OF CALVERNA</b> <i>naval boarding actions</i></p> <p>Deployment: Spearhead Environment: Quickfooted, Explosive ore Enemy: Orks (Calverna) Allied Forces: None</p>		
	<p><b>CALLISTOS SECUNDUS</b> <i>industrial moon, Ork villages, jungles</i></p> <p>Deployment: Pitched Battle, Dawn of War Environment: Explosive Ore Enemy: Orks (Calverna) Allied Forces: None</p>		
	<p><b>CALLISTOS</b> <i>mining world, Ork villages, mountains</i></p> <p>Deployment: Fall of the Arch-Maniac Environment: (see special mission) Enemy: Orks (Calverna) Allied Forces: None</p>		
JUCHA WARZONE (Small)	<p><b>WEGA II</b> <i>nocturnal world, swamps</i></p> <p>Deployment: Pitched Battle, Dawn of War Environment: Weary Enemy: Tyranids (beasts), Eldar Allied Forces: None</p>		
	<p><b>JUCHA</b> <i>industrial world, hives</i></p> <p>Deployment: Da Last Gasp Environment: (see special mission) Enemy: Orks (Calverna), Guard Allied Forces: None</p>		



# Callistos: Fall of the Arch-Maniac

The Lord Solar personally directed the final destruction of the Arch-Maniac's empire of Calverna. After a long campaign on Callistos, the 7th Army (with Crimson Guard assistance) pushed the remnants of Waaagh Kaboom back to a rugged mountain range and destroyed them in detail under an unending Valhallaan artillery barrage.

## SET-UP

- 1 Deployment zones are each the long table edges and must be at least 24" inches apart.
- 2 The Ork side sets up all their forces in their deployment zone. Reserves are not allowed.
- 3 The Imperial side set up their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.
- 4 Roll a d6. On a 3+ the Ork forces go first.

## SCENARIO SPECIAL RULES

*Deep Strike* (Crimson Guard only)

Imperial Assets: *Orbital Bombardment* (automatic arrival on EVERY turn)

Ork Assets: *Minefields, Obstacles, Bunkers*

**GAME LENGTH:** 6 turns.

## MISSION OBJECTIVE

The Imperial forces are trying to eliminate all traces of the Waaagh's leaders. Use the standard Apocalypse objective rules to determine victory, taking the *To the Death* rule into account.

## HISTORICAL BATTLE

Armies Present: 7th Army, Crimson Guard

Opponents: Orks (Calverna)

Recommended Point Levels: 8,000 per side

Recommended Special Rules: **Apocalypse Battle**

*Mountain Holdouts:* Terrain is sparse, except for the Ork deployment zone which is a heavily built up bluff. The bluffs 4+ cover and difficult ground.

*To the Death:* The Arch Maniac must be killed. If the Arch Maniac is not present randomly nominates a single Ork HQ. If the unit is destroyed, the Imperial player gains +1 objective.

## HISTORICAL NOTE

Optional heroes present: Macharius, Cyrus, Kulilev, Kree, Lo-Can, Arch Maniac, Masta Blasta



Master Kree meets his fate on Callistos



# Jucha: Da Last Gasp

The 7th Army encountered dregs of the Orks of Calverna holding out on the world of Jucha. A minor warboss had captured the hive world from its human inhabitants and held off Cyrus for weeks, turning aside several Valhallan assaults. In the end, Chem-lord Maharana with Catachan support captured the Ork's last remaining hive and secured his own penal regiment's freedom from a grudging General Cyrus.

## SET-UP

- 1 Deployment zones are the two long board edges and must be at least 36" apart.
- 2 The Ork side sets up half of their forces anywhere outside of the Imperial deployment zone. Any forces not set up are held in Strategic Reserve.
- 3 The Imperial side set up their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.
- 4 Roll a d6. On a 2+ the Imperial forces go first.

## SCENARIO SPECIAL RULES

### Nightfight

Imperial Assets: *Jammers, Disruptor Beacon*

Ork Assets: *Tunnels, Shield Generator*

**GAME LENGTH:** *Random Game Length* (using the Random Game Length rules from the 5th Edition rulebook)

## MISSION OBJECTIVE

The Imperial forces are trying to capture key areas of the spire before the Orks lock down the entire hivecity. Use the standard Apocalypse objective rules to determine victory.

## HISTORICAL BATTLE

Armies Present: 5th Army, Crimson Guard

Opponents: Orks (Calverna)

Recommended Point Levels: 4,000 per side

Recommended Special Rules: **Apocalypse Battle**

*Hive City Action:* This battle is set in the dark cramped corridors of an Ork infested hive. No jump infantry, beasts/cavalry, bikes, super-heavies or vehicles except walkers may be used. The board should be packed with industrial terrain.

## HISTORICAL NOTE

Optional heroes present: Maharana, Arrango

"No more, Cyrus! Aren't you sick of being blunted from those walls? No more thoughts of siege - I'll not permit it. Tomorrow at daybreak, armed to the hilt for battle - I slash to attack their host. All the worse for them - if they want their fill of war. I'll never run from their blighted spire. I'll stand up to these dregs of Calverna. The Emperor at war is impartial; he hands out death to the man who hands out death."

*-The Pacifcar, Verse XLIII by Warlord Arminius, on the Assault of Jucha*



# APPENDIX

## ADVERSARIES of the MACHARIAN CRUSADE

**The Army Groups of the Crusade faced a hostile universe teeming with enemies both great and small. Herein lay an accounting of the available forces of the galaxy and how to use them in your campaign.**

### DIRECT CODICES

- Imperial Guard: All manner of human armies fought both alongside the Imperium and against it during the Lord Solar's seven year Crusade.
- Eldar: The enigmatic Eldar were present throughout the Segmentum Pacificus. While centered around Il-Kaithe Craftworld, other pockets of outcasts were encountered along almost every army's Crusade route.
- Orks: Perhaps the most common alien threat that had to be beaten back during this period, the Orks were found in every corner of the Crusade from Calverna to Jakart.
- Chaos Daemons: Many isolated human worlds fell to the Ruinous Powers during the Age of Apostasy, or turned their backs on the Emperor during the dark days of its aftermath.
- Dark Eldar: These barbaric marauders were present throughout this period forming a rare threat during the Macharian Crusade.
- Chaos Space Marines: Isolated pockets of Chaos Space Marines were met during the Crusade. From the Iron Warriors of Duma to the Alpha Legion on Thoth, these dread warriors had found distant shelter in the Segmentum Pacificus.

• Necrons: As the Crusade pressed Westward into the Halo Stars, they encountered many strange dead worlds, housing foes of horrific supernatural description. Later day Imperial archivists believe they were one of Mankind's earliest encounters with the Necrons.

• Witchhunters: Many Imperial worlds fell to false idols and cast their gaze away from the Emperor of Man. These fanatical cultures has to be ruthlessly put down by the armies of the Crusade.

### "COUNTS AS" CODICES

- Tyranids: While not a literal representation of the Hive Fleets, many monstrous races such as the denizens of Joura and Palus Olidus were met during the Crusade.
- Tau Empire: While the Tau were still millennia away from their racial awakening, several advanced human enclaves and confederacies such as the Adrantis and Lapis Majoris, with a higher technological level than Mankind were met during the Crusade.



## REFERENCES

**The Macharian Crusade is a bit of departure for Bell of Lost Souls. It is a major event in the history of the Imperium with only the barest of details listed. We borrowed heavily from the life of Alexander the Great to write this campaign book. Here is a summary of some of our source materials:**

**Codex: Imperial Guard (2nd Edition)** 1995, Rick Priestley

**Codex: Imperial Guard (3rd Edition)** 1999, Jervis Johnson, Gav Thorpe

**Codex: Imperial Guard (4th Edition)** 2003, Andy Chambers, Pete Haines, Andy Hoare, Phil Kelly, Graham McNeil

**Codex: Sisters of Battle (2nd Edition)** 1997, Gav Thorpe

**The Nature of Alexander**, 1975, Mary Renault

**In the Footsteps of Alexander the Great**, 2001, Michael Wood















**Alexandreis**, 12th Century, Walter of Chatillon

**Odyssey**, 9th Century BC, Homer

**Illiad**, 9th Century BC, Homer

# STATISTICS of the MACHARIAN CRUSADE

Herein lay an accounting of the performance of the Army Groups comprising the Lord Solar's Most Holy Conquest, and the worlds of Man reclaimed therein.

	Worlds Reclaimed	Pacification Rate	Rate of Advance	Casualties	
	423	95%	4000 LY/year	61%	
	428	90%	4400 LY/year	78%	
	347	89%	3800 LY/year	82%	
	352	97%	3900 LY/year	58%	
	451	91%	4300 LY/year	69%	
	113	79%	1600 LY/year	187%	
	274	98%	2700 LY/year	65%	

## CRUSADE TOTALS

2008 total 99.2% avg. 3500 LY/year avg. 85.7% avg.

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"A dark mist crossed the sky  
and a bolt of lightning was  
seen to fall from heaven into  
the sea, and with it a great  
eagle. And the Bell of Lost  
Souls on Holy Terra cracked;  
and the lightning ascended  
into heaven, and the eagle  
went with it, taking with it  
a radiant star. And when the  
star disappeared into the sky,  
Macharius too had shut his  
eyes forever.

- *The Pacificar*, Verse LXIV by Warlord Arminius, regarding  
the death of the Lord Solar